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TRANSFORMERS

MORE THAN MEETS THE EYE

ROLEPLAYING GAME

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FOREWORD

I recall holding Hound in my hands for the first time. It was 1984. I was ten years old. There was no show yet – just these new, mind-blowing toys. I was fascinated by Hound's mix of plastic and die-cast bits, his cool "G.I. JOE"' military Jeep vibe. Converting him between his forms was, thankfully, fairly straightforward. The whole experience was a revelation… a puzzle wrapped in character.

More toys followed: Mirage, Thundercracker, Soundwave and his wondrous 'tapes' (which are still the coolest toys ever made, IMHO). I had them battle, playing out scenarios I'd imagined in my head. But I was desperate for context. Who were these awesome robots? What made them tick? What the heck was a "*Decepticon*" anyway? Apart from them being ingenious toys, I wanted to know everything I could about their lore and background. All of my earnest questions were soon answered when the show debuted, and the grand mythology of Cybertron and its errant warriors came into startling view.

It all blew my young mind.

I was plunged headfirst into the million-year war between the Autobots and the Decepticons. I watched it all play out every day after school: a battle with the highest stakes – a whole world hanging in the balance of the eternal conflict between good and evil.

Optimus Prime was like some colossal, steel-wrought aspect of John Wayne, holding it all together in each episode – bigger than life – bigger than anything to my young latch-key imagination. His selfless courage and unwavering principles really made an impression on me. This incorruptible father-figure, rendered in red, white, and blue. *Ahh, the eighties…* Watching him lead his ragtag band of Autobots with this deep sense of brotherhood forged over long millennia of surviving and fighting the good fight was intoxicating.

Epic stuff. I was hooked. *G1 for life*.

Like so many Transformers fans, I was blown away and deeply affected by the sheer heaviness and magnificence of the 1986 animated film. Prime's unexpected death truly rocked me. And later, I immersed myself in Simon Furman, and Andrew Wildman's Marvel Comics run as they picked up the flag from the animated film and wove a whole new mythology behind Cybertron, Unicron, and Primus that felt incredibly satisfying.

But for all the changes the franchise has seen over the years – the disparate action figure lines, feature films, comic series, and shows - the core mythos has always remained the same. The spark (*or Allspark*) shines just as brightly as it did when these characters first arrived on Earth's retail store shelves in the early eighties. That's a pretty amazing feat for a forty-year-old franchise.

I was fortunate enough to create a Transformers comic series with my two good friends: Flint Dille (who was one of the creative luminaries behind Sunbow's GI series back in the day) and Livio Ramondelli (one of the best artists to ever render these ancient, dinged-up robot heroes). Our story was called Transformers: Autocracy (published by IDW), and it was essentially a love-letter to these wonderful characters and stories we had grown up with. We told the story of how Optimus became the 'Prime' and led the Autobots in their earliest battles against Megatron and his duplicitous Decepticons. It was an amazing project to work on – and really, an honor to weave stories within the giant cycle of the Transformers universe.

Because to me, stories are what this whole thing's all about.

This book that you hold in your hands represents something very special. It's a threshold of sorts – a gateway to new kinds of stories set within the Transformers universe. Stories you step into. Stories you inhabit with your friends and, pardon the pun, *drive*.

As a lifelong RPG player and GM… I've always loved the fundamental premise of roleplaying games; people roleplaying together, crafting their own characters and narratives, rolling dice, laughing, and imagining together… There's a nearness – an immediacy to roleplaying that makes stories come to life in a way that reading a comic or watching a show can never match. *Because the stories are yours*.

What an amazing way to experience these timeless characters and their ages-long struggle.

Now go forth boldly – and "*light that darkest hour*" YOUR WAY.

Till all are one.

Chris Metzen
CCO, Warchief Gaming

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01

INTRODUCTION

PRIME'S WAR JOURNAL

From the processor of Optimus Prime,
Autobot Commander:

"Freedom is the right of all sentient beings." I said that millions of stellar cycles ago when I made my stand against Megatron's tyrannical plans. It was a rallying cry for the nascent Autobots to stand against the growing forces of the Decepticons. My spark was full of hope back then, my body shiny and new. I remember the sound of my cog singing as I converted for the first time in front of my troops, my people, my friends. So long ago, now.

Of course, at the time, I was thinking purely of the freedom of my fellow Cybertronians, not realizing how large and diverse the universe truly is. I still believe in freedom for all sentient life forms, even now. It's just that we so often meet them with a gun in our fists as our ancient conflict drags more and more planets into its wake.

Even our new home, the Earth, is not immune to Cybertron's endless civil war.

Our arrival here was an accident – we were all desperate for Energon, and an ambush by Megatron and his Decepticon troops forced both our damaged ships to crash – but it doesn't excuse our obligation to keep Earth's people safe. To do so with minimal disruption to the humans, I commanded my troops to adopt alternative forms, disguising ourselves while stopping our enemies from bleeding this planet dry.

Some of my Autobots have already adapted to life on Earth. Bumblebee, our young scout, has become friends with several humans. Jazz has come to appreciate the local music, which is a stark contrast to his grim duties as a special operative. Wheeljack has taken to studying the local geography, while Windblade explores the skies. In some ways, I'm jealous of them and their ability to find beauty in the midst of war.

One day, I hope to reveal our presence to everyone, allowing us to stand side-by-side with these courageous and remarkable Earthlings. In preparation for that moment, I've turned to an older set of skills. Before I was Prime, before I led the Autobots, I was a humble file clerk. I always enjoyed the act of taking facts and data and compiling them into neat, orderly, and understandable reports. Sadly, the battlefield rarely offers an opportunity to collect information and present a logical and cohesive narrative. But our friends on Earth deserve to know our story. They don't require the bombast of Optimus, the military leader, but the careful accuracy of Orion Pax, the clerk.

Thus, I write this journal. I present not only my thoughts but those of my friends, and I won't shy away from the horrible results of this endless conflict or dishonor the sacrifices and heroism of my fellow Autobots. Sadly, nearly everything about Cybertron now centers around the war, making this a war journal. It is a fact that hurts my spark but one I cannot and will not ignore.

I hope that any human who reads this is willing to forgive us, stand with the Autobots, and help us end this ancient conflict. Freedom is your right just as much as it is ours.

Autobots vs Decepticons

Although I have led the Autobots for vorns… no. I apologize. If I am to write this for humanity's sake, I should adapt to your customs. Although I've led the Autobots for *centuries*, I am not equipped to speak about them, or even our enemies, the Decepticons. My own Rite of the Autobrand, the day my first allegiance symbol was seared onto my frame, was so long ago that I can't imagine a time when I didn't wear it, and even after countless talks with Megatron, I can't claim to understand him anymore. So instead, I present a transcript of someone with a unique perspective: a former Decepticon who has since joined the Autobot ranks.

Earth Time Units and Their Interrelation with Cybertronian Perception

By Perceptor

Unsurprisingly, humans have their own units of time, which many of the Earth-bound Autobots have adapted to use. However, some of you might not understand how Earth time units relate to our more sensible and scientific Cybertronian units. As such, I have provided detailed documentation explaining to the thousandth decimal how each is converted with only a few cycles of…

Wheeljack here. There's no way an Autobot soldier calculates the orbital rotation of the sun in the middle of punching Decepticreeps.

So here's a quick and easy table, which works well enough for the average 'bot. Plug it into your motherboard and leave me to untangle Perceptor's latest scientific abstract.

Nano-klik: One second
Klik: One minute
Cycle: One hour
Solar cycle: One day
Orbital cycle: One month
Stellar cycle: One year
Vorn: One century

Transcript of an Interview with Jetfire

Rewind: *Okay, let's get started.*

Jetfire: *That light next to your head is blinking.*

Rewind: *That means I'm recording.*

Jetfire: *But that light is **always** blinking.*

Rewind: *Because I'm always recording.*

Jetfire: *… and you don't think that comes across as a little creepy, Rewind?*

Rewind: *Let me politely switch the topic to you. You said you want to talk about your defection to the Autobots.*

Jetfire: *"Defection" is such an ugly word. It implies I had any real loyalties to Megatron.*

Rewind: *But you had the purple badge and everything. I'm pretty sure that made you a Decepticon.*

Jetfire: *You haven't been online as long as I have. You don't remember the speeches.*

Rewind: *Actually, I have several recordings of —*

Jetfire: *That's different. You weren't **there**. Megatron was… a revolutionary. He rebelled against a stagnant system that judged Cybertronians by their forms. Warriors fought in the gladiator pits, scientists studied in the laboratories, and fliers like me defended Cyberton's skies. Even though I loved science – **love** science even now – I didn't turn into a microscope or a proton emitter. So I didn't get to be in a lab. They forced me to fly instead.*

Rewind: *Ah yes, functionalism. That was before the Great War, right?*

Jetfire: *Right. And here was this gladiator standing up and saying you could be whatever you wanted to be. Throw off the shackles of the old status quo, take whatever energy you wanted, and **do** whatever you wanted. Even when he started to scream about how the only path to peace would be through tyranny, you got swept up in the dream.*

(Jetfire sighs.)

Jetfire: *But he had other plans. Granted, I was just a neophyte, but I was friends with Sky Commander Starscream, and he told me things. To this cycle, I don't know how much I believe him. One moment Megatron was planning to rule the planet and all Cybertronians with an iron fist, and another he was building engines to make Cybertron fly through the cosmos for… I don't even know what reason. Each plan seemed more insane than the last.*

Rewind: *So you joined the Autobots.*

Jetfire: *You make it sound so simple. "I joined the Autobots," like I strolled over to Iacon, marched into Prime's war room, and slapped on a badge. No, it wasn't like that. Megatron brutally destroyed traitors to the cause, but we heard the Autobot transmissions even in Decepticon strongholds.*

Rewind: *You mean Blaster's pirate broadcasts?*

Jetfire: *Yeah, you'd know, of course. Soundwave tried to stop them, claiming they were all propaganda. I suppose they were. But hearing Prime's voice, it sounded so… wise. Calm. Maybe a little tired. Like he just wanted all this to end. I **did** want it to end. I wanted to study the universe without worrying about my missile count, you know? And that was in the solar cycles when we were all so low on Energon.*

Rewind: *Blaster told me about those times.*

Jetfire: *Each time I'd convert was painful. I spent more time in shutdown mode than mobile. So whenever I had a spare Energon cube, I would fly and study the stars, looking for energy sources. And when I found one, I knew I couldn't tell Megatron. Some innocent planet would be ground into dust to fuel his incessant dreams of empire. So on my last wisps of power, I landed in Iacon instead. Autobots took me to Prime, and I told him of a massive source of Energon. In the Sol system.*

Rewind: *So I guess you did just walk up to Prime and slap on a badge.*

Jetfire: *(laughs) Perhaps.*

Rewind: *Wait a minute, did you say **Sol?** Are you saying **you're** the reason we're on Earth now?*

Jetfire: *That's why I wanted this interview. I had to tell someone.*

Rewind: *Hey, you didn't crash our ship. That was all because your old buddies chased after us and tried to shoot us down.*

Jetfire: *But what did it get us, Rewind? Huh? We were offline for countless stellar cycles. Wait, that's not true. I count them all the time. **Four million years**. I've missed out on studying entire civilizations! Whole star systems have been born and died out while Autobots and Decepticons remain trapped on this… this mistake I made.*

Rewind: *We'll fix it, right? We'll stop Megatron, get some energy, rebuild the Ark, and head back home to Cybertron.*

Jetfire: *Sure. Home. If that still exists.*

(static)

Jetfire: *… done. Nothing more to…*

(static)

The War for Energon

From the processor of Optimus Prime, Autobot Commander

Jetfire is one of many soldiers scarred by our eternal war. Our bodies are easily repaired, corrected, updated, and modified – those aren't the kinds of scars I refer to. Instead, I speak of the hidden wounds within us all. We feel guilt over past actions, remorse over lost comrades, fury over our enemy's choices, and exhaustion from a conflict that has existed longer than most organic species have survived. But this fatigue is not just mental or emotional.

We, like humans, require fuel. We don't inject food and convert it within our bodies, however. Instead, we find various energy sources and convert them externally into what we call "Energon." It is vital to our continued activation, and the war has depleted our once vast resources. Our home planet of Cybertron was devastated due to our desperate need, and now our craving drives us to find new sources of Energon.

One of my Autobot agents by the codename of "Dealer" discovered a report by Shockwave, the Decepticon's lead scientist. Although it is somewhat outdated and presents a biased view of our conflict, I find that its starkly logical approach helps us understand what horrors we've inflicted on our home.

Assessment report, from Shockwave, for Megatron's optics only

Lord Megatron, I have compiled the requested report of our Energon stores, along with our best assessment of Autobot resources. I wish to again protest against this inefficient use of my skills, but I am loyal to you and the Decepticon cause, so I have done as instructed. It is linked here. **[[ERROR LINKED FILE CORRUPTED]]**

In short, our situation is dire. Even considering the non-affiliated indigenous lifeforms – or NAILs, as your second-in-command Starscream insists on referring to Cybertronians not associated with either our case or the Autobots – every planetary store of Energon is either exhausted or depleted to dangerously low levels. By my projections, the amount of energy we would expend trying to seize all non-Deception stores exceeds the amount of Energon we currently possess. In short, Lord Megatron, it is impossible to continue our war in our current fashion and get the results you seek.

There are several logical alternatives. The first is, of course, to cease the war effort and surrender. I anticipate this is not a course you'll seriously consider, so I have already discarded it from my calculations. However, should you change your mind on that matter, inform me, and I will recalculate our chances of survival.

The second is to harvest Energon from Autobot and NAIL prisoners. This offers us a slight short-term advantage, as this method is distasteful to non-Decepticons (and, potentially, some Decepticons as well), so our enemies are unlikely to consider it. Furthermore, doing this is 12% more efficient if we recycle Decepticons beyond repair and even more if we include various wounded Decepticons. When I last raised this suggestion of cannibalizing our troops, you pointed your fusion cannon at my head, which I took as a measure of displeasure, so I have similarly discarded this series of calculations.

My attempts to synthesize Energon have been less than successful. Some preliminary runs on the previously-mentioned prisoners were, at best, completely ineffective, and at worst, highly unstable to the point of explosive potential. Prisoner D-322 lost all use of his reason circuits and attempted to rip out my optics before I dispatched him. These elements might find some alternate use as weapons, but they are unsuitable energy sources. While I will continue my research in this area, I do not anticipate developing a suitable solution within the projected timeframe of our continued survival.

Thus, the only logical conclusion is to find natural sources of Energon outside of Cybertron. Both the exploitation of natural geographic elements and the life force of organic beings have strong potential to be converted into the Energon we desperately require. I have already tasked one of your subordinates, Jetfire, with scanning and analyzing data from outside our galaxy, and I'm awaiting his report.

Clarity of thought,
Shockwave

Earth: Our New Home

From the processor of Optimus Prime, Autobot Commander

That lust for Energon on Megatron's part led to this. We needed our own energy to fight back, so we launched a desperate mission to try and beat the Decepticons to Sol. Unfortunately, they followed our ship, the Ark, and boarded. With both sides dangerously close to stasis lock, I made the decision to send the Ark plummeting into the Earth in a desperate attempt to end Megatron's menace once and for all.

I failed.

Once we recovered and learned the Decepticons had fled, I quickly realized the native lifeforms of this planet would not be accepting of Cybertronians. Humans have not explored their galaxy as we have, and their turmoil made it clear they were often intolerant of even minor differences in their own physiology. So I commanded my troops to take on alternative modes, disguising themselves to better blend in with the Earthlings.

Bumblebee, our young scout, has been leading the Autobot efforts to learn more about the humans we share this planet with, hoping that one day we can reach out to them – reach out to *you*, reading this – and call you friends.

Transcript from Bumblebee's personal log

Hi Prime! This is Bumblebee on my personal log.

And me, Grimlock!

Bumblebee *and* Grimlock. We're, uh, trying to blend in here, but Grimlock's Alt Mode is proving to be a… challenge.

Me dinosaur!

That's it in a nutshell, Prime. When we scanned for Alt Modes, Grimlock settled on a deceased life form that hasn't existed on this planet for millennia, which has made the whole "robots in disguise" idea a little difficult to manage. On top of it all, Grimlock's mental state changes in his Alt Mode. But we have a solution! It turns out that Grimlock's Alt Mode is so bad…

Hey!

… uh, I mean, so *creative* that many humans assume it's for something called a "movie," which appears to be some kind of two-dimensional non-interactive visual entertainment. Although dinosaurs are extinct, humans still enjoy making these movies about them.

Yay! Grimlock special!

Aside from Grim's more obvious challenges, I've learned a lot of things we can pass on to the other Autobots to help them with their disguises. First, not many vehicles drive themselves! There are some called "drones" and a few self-driving cars that humans are testing, but even those are still new and strange to many locals. Better for all Autobots to activate our holomatter projection generator to give the illusion that we have human pilots.

Second, make sure to route all communication to the projection! I made this mistake earlier when a human asked to see something called a "driver's license." I was informed (quite loudly) that cars don't talk!

The human jumped really high! It was funny!

I don't think the humans nearby thought it was that funny.

Don't care. It was funny.

Anyhow, that leads to the third thing I learned: humans are generally the *only* lifeforms that speak. Some machines do communicate via speech, but humans typically program them. I think your instinct to disguise ourselves as human vehicles and machines was a good idea. Still, we must remember that we need to either avoid communicating with humans directly or present a plausible explanation that fits into their worldview.

Well, I need to get Grimlock back to base without causing an uproar, so that's it for this log! Tune in next week when I try out something called "traffic laws."

Me dinosaur!

Yeah you are, buddy.

Autobot Lexicon

It is I, Grimlock! My great friend Optimus Prime asked me to explain some Cybertronian lexicon to assist our Earthling friends who may need assistance with our specialized terminology. He has... *encouraged*... me to write this in my bot form, as my alt form sometimes leaves me less articulate.

Alt Mode: The alternative mode for a *Cybertronian*. Usually, an Earth vehicle that acts as a disguise for *Bot Mode*. Some, like myself, prefer more majestic Alt Modes.

Autobot: A faction of heroic *Cybertronians* dedicated to protecting Earth and defeating the *Decepticons*, led by Optimus Prime.

Bot Mode: The primary mode for a *Cybertronian*, which often resembles a humanoid robot. Generally larger than humans.

Cybertron: The home planet of *Autobots, Decepticons*, and *NAILs*. Very, very far away from Earth.

Cybertronian: A native of the planet *Cybertron*, or one of its colonies.

Decepticon: A faction of evil *Cybertronians* who seek to steal *Energon* from the Earth and use it to return and conquer *Cybertron*, led by Megatron.

Energon: The lifeblood of *Cybertronians*, this is a form of liquid energy (usually blue) that powers *Autobots, Decepticons*, and *NAILs*. Earthly forms of energy converted into Energon, often stored in cubes.

Functionalism: An outdated philosophy of *Cybertron*, where *Cybertronians* were forced only to pursue roles that mirrored their *Alt Mode*. The *Decepticons* rebelled against this philosophy.

NAIL: Short for "non-affiliated indigenous lifeform," a *Cybertronian* who does not pledge allegiance to either the *Autobots* or *Decepticons*.

Recharge Slab: The place where a *Cybertronian* lies during *shutdown mode* while regaining enough *Energon* to come back online. Equivalent to human beds.

Rite of the Autobrand: A ritual that inducts a *Cybertronian* into the ranks of the *Autobots*. During this rite, the Autobot symbol is branded onto the Cybertronian's body before sharing *Energon* with other Autobots.

Shutdown Mode: This occurs when a *Cybertronian* is unable to move and loses consciousness, typically as a result of running out of *Energon*. Equivalent to the human concept of "falling asleep."

Spark: The life force of a *Cybertronian*, which resides deep with their body. A Cybertronian can change bodies frequently, but their spark constantly remains (and thus, the bot remains the same, even if they look different). It often resembles a glowing blue ball of energy. Equivalent to the human concept of the mind or soul.

Transformation Cog: An object that aids conversion between *Bot Mode* and *Alt Mode*, and vice versa. Damage to the cog can cause a *Cybertronian* to become stuck in one mode. A few even have their transformation cogs surgically removed, so they are unable to convert.

AUTOBOT DATA FILES

The database containing information on all enlisted Autobots is ever-growing and ever-changing, but keeping abreast of the basics on allied bots is important for any new recruit. While the full database and its updated intel is highly restricted, the following information is freely given to Autobot allies and new team members, so they know at-a-glance who to seek out for specific tasks, special skills, and valuable answers. This curated information includes a summary of each Autobot's personality, their archetypal job function, and their primary Alt Mode description.

Alpha Trion

Ancient Sage

Alt Mode: Spaceship

An Autobot in all but name, Alpha Trion is one of the oldest living Cybertronians that maintains a strong hold on their spark. Alpha Trion is not technically an Autobot, but he freely gives them advice and lore from the earliest eras of Cybertron. His stores of knowledge is legendary.

Anode

Xenoarchaeologist

Alt Mode: Bi-Wing Flyer

Anode began life as a blacksmith on Cybertron, but she reinvented herself into a treasure-hunting adventurer that specialized in digging up alien cultures and artifacts. She has a sharp tongue and loves taking risks, much to the chagrin of her spouse, Lug.

Arcee

Career Warrior

Alt Mode: Motorcycle

Arcee is an Autobot warrior through and through and will shed Energon as vigorously as any other. Despite her loyalty, Arcee enjoys defending troublemakers and outliers. A ferocious and deadly warrior who's an expert in hand-to-hand combat, she is also one of the best sharpshooters on record, never wavering from her dedicated protection of those she has sworn to defend.

Bluestreak

Fast-Talker

Alt Mode: Muscle Car

Bluestreak has survived against all odds. His home city was destroyed around him, he was taken captive multiple times, and he once faced down Megatron himself. He works through past trauma by filling the air with conversation and is *never* short on words!

Blurr

Expedited Courier

Alt Mode: Cybertronian Race Car

Blurr lives life in fast-forward. He moves, talks, fights, and even *thinks* fast, unrivaled in all four by any other being in the universe. He uses that speed to travel anywhere his commanders require him to go, delivering messages, data, and key assets faster than anyone else. A member of the Targetmaster program to increase his firepower, even that doesn't slow him down!

Brainstorm

Headmaster Inventor

Alt Mode: Aerospace Fighter

Brainstorm's mind matrix is filled so full of high-science and ideas that if he hadn't helped create the Headmaster process to take off some of that pressure, he would've surely suffered a full mental meltdown. Whenever he unravels some of that snarl of ideas, the Autobots gain some awesome new kind of technology or tool.

Bulkhead

Veteran Soldier

Alt Mode: Off-Road Truck

Bulkhead is a stalwart soldier, a famous former member of the Wreckers, and a veteran of the Great War. His rivalry with Breakdown is legendary but less so than his loyalty to Optimus Prime. He wasn't originally supposed to be on the Ark, but he quietly enjoys his displacement on Earth.

Bumblebee

Hero of the People

Alt Mode: Sports Car

An exuberant and energetic adventurer, Bumblebee's charm and optimism cheers everyone he meets. Often leaping into battle before he looks, the flipside of his naivety is his open-mindedness: he is quick to overlook the differences between species and become fast friends with everyone, especially humans. He looks up to Optimus Prime as a father figure and is wholeheartedly devoted to his leader's mission to secure freedom for all sentient beings.

Chromia

Security Officer: Infiltration

Alt Mode: Motorcycle or Cybertronian Car

Nobody takes their job as a security officer more seriously than Chromia, whose expertise is sabotage and infiltration make her an asset to any strike team in addition to being a dedicated bodyguard. Focused on the mission at hand, it is difficult to get her to view fellow Autobots as "friends," but she is nevertheless fiercely protective of them.

Cliffjumper

Weapons Specialist

Alt Mode: Compact Car

Cliffjumper is twenty meters of attitude packed into four meters of Autobot. He never backs down from any obstacle, figuring out the best tool to remove it from his path. Whether it's using his enormous particle cannon or flinging his metal-catalyzing glass gas around, he always has a tool for the job.

Chromedome

Tactical Academic

Alt Mode: Armored Roadster

Chromedome is a Cybertronian scholar and headmaster, pairing himself with the Nebulan scientist, Stylor. He and his peers have focused their research on how to increase the mind's processing power on the battlefield, creating a wide library of tactics and strategies to overcome the Autobots' foes.

Bumblebee

Elita-1

Elita-1

Fearless Matriarch

Alt Mode: Cybertronian Surface Rover

Elita-1 is a leader of the Autobot resistance on Cybertron and counterpart to Optimus Prime. Her connection with Optimus Prime stretches back to time before the war where their bond was forged by common ideals and a passion for similar causes, making her spark as special as his. This manifests in both her indomitable courage and a unique power to expend her own life force to stop time itself around her – something she only does in dire circumstances! Brave, strategic, with a wry sense of humor, Elita-1 is a steady and powerful force within the Autobot ranks.

Erector

Battlefield Engineer

Alt Mode: Construction Crane and Hauler

Erector is a master of fortification construction and an expert on xenoarchitecture and other alien engineering. He is a walking paradox, both an ultra-durable paragon of physical strength, capable of grinding brick to dust and rending girders, yet also someone who devotes his life to trying to avoid the destruction of his surroundings.

Gauge

Resistance Rookie

Alt Mode: Excavator

Gauge is one of the new generation of Autobot resistance fighters training under Arcee. She is one of the youngest in her crew and carries all the same brashness and hot-headed shortsightedness that will get tempered in the fires of war.

Glyph

Codification and Linguistics

Alt Mode: Compact Car

Glyph is a brilliant forensic scientist that sharpens her eye for detail on encryption ciphers, alien languages, and distant cultures. She gets lost in her thoughts all too often and can come off as gruff or aloof, but those who know better are aware that she probably just has heavier topics on her mind.

Greenlight

Scientist

Alt Mode: Sports Car

Studying Cybertronian technology and science, xenobiology, and archaeology, Greenlight is an asset to any situation where science and historical research plays a role. Once part of the underground resistance movement on Cybertron, she knows the devastation of war and the importance of learning from the past to rebuild the future.

Grimlock

Animalistic Warrior

Alt Mode: Tyrannosaurus Rex

The leader of the Dinobots, Grimlock and his team rely on their primal instincts while in battle. Their enemies fear them as much for their brute strength as their unpredictable battle tactics. Grimlock is not used to taking orders from anyone and relies on his intuition. Highly intelligent and articulate when in Bot Mode, his mental faculties are simplified when in dino mode. Some think that he prefers his dino mode over his bot mode because it gives him an excuse to unleash his rage without consequences.

Hot Rod

Scout

Alt Mode: Muscle Car

With a home base in Autobot City, Hot Rod was known to be a bit of a troublemaker in his early years. His traits of impetuous decision-making and bravery in combat, along with his compassion and care of his friends, make him a courageous and trusted ally on and off the battlefield.

Hound

Frontier Scout

Alt Mode: Military Off-Road Car

Hound has fully fallen into the "Earthling way of life." He may have crashed here with the others aboard the Ark, but in just a few days of scouting around he knew that Earth was the place for him. He loves the scenery and the people, and he uses holograms to see it all up close and personal as often as he can.

Grimlock

Ironhide

Veteran Chemist

Alt Mode: Passenger Van

Ironhide is one of Optimus Prime's oldest and closest cohorts. He is a survivor of the Great War and a stalwart soldier, but his focus is upon using chemical weaponry such as liquid nitrogen, frictionless lubricant, and rapid-oxidizing acids.

Jazz

Special Ops Strategist

Alt Mode: Street Car

Jazz is in tune with Earth trends, traditions, and music in a way that confounds most other Autobots. He is Optimus Prime's right hand bot since the Ark's crash, and it is the combination of his brilliant strategic mind and his shining personality that makes him a favorite of so many in the Autobot ranks.

Jetfire

Science Officer

Alt Mode: Aerospace Fighter

Jetfire was once a Decepticon, but his cold and calculating mind figured out that life as an Autobot made more sense and resulted in a longer and better lifespan. He is incredibly skilled in flight maneuvers and combat, and he applies the logic and hard science of his studies to battlefield situations with great success.

Kup

Grizzled Veteran

Alt Mode: Cybertronian Roadster

Kup has done it all. Just ask him. Always ready with a long and sordid anecdote or story to help the younger Autobots learn from his past, Kup is a seasoned veteran like no other. Even becoming part of the Targetmaster program with his partner, Recoil, didn't slow down this old soldier.

Lug

Xenogeologist

Alt Mode: Toolkit Backpack

Lug is the bonded spouse of Anode, happily riding along as her archeology kit and backpack until she herself is needed. She has a deep understanding of dangerous environments across Cybertronian territories and gladly puts her life on the line for science and the safety of her beloved.

Moonracer

Sharpshooter

Alt Mode: Cybertronian Car

While she may not be taken seriously by newcomers due to her bubbly personality and naive demeanor, there is a reason why Moonracer is a top pick for a team going into sticky situations where gunfire may be necessary. She's the best shot around, and she's not afraid to brag about it.

Nautica

Xenocultural Expert

Alt Mode: Hover Submarine

Nautica is a born explorer and the Autobot with one of the largest repertoires of alien cultures, linguistics, and philosophies. Despite the vast amounts of knowledge about how *others* interact and her skills to negotiate with them, she is socially awkward around her own kind.

Nightbeat

Detective

Alt Mode: Muscle Car

Nightbeat loves a good mystery or conspiracy, so long as he gets the chance to unravel the clues and figure it out. He is the self-appointed "Autobot detective" and serves Optimus Prime as command's own private detective alongside his binary bonded Headmaster component, Muzzle.

Novastar

Extraction Expert

Alt Mode: Energon Hauler

Novastar is one of Elita-1's trusted resistance fighters, even if she sometimes talks too much – primarily about how excellent she is at everything. Her attitude is well-earned however, as there hasn't been a Decepticon storage facility or incarceration site that she hasn't been able to slip in and out of!

Omega Supreme

Guardian Titan

Alt Mode: Rocket and Launchpad

Omega Supreme is one of, if not *the*, largest Autobots in Optimus Prime's roster. He is quiet, controlled, and in command of an immense level of firepower and ancient Cybertronian technology. When he answers the orders to involve himself, he knows that things must be grim to need his attention.

Optimus Prime

Optimus Prime

Legendary Leader

Alt Mode: Semi-trailer Truck

The leader of the Autobots, Optimus Prime is intelligent, spirited, courageous in battle, and a tireless defender of the weak. Born of humble beginnings with a strong work and social ethic, he became a hero by raising his voice in support of freedom and evolved to a legend by picking up a sword and putting his spark on the line to fight for it.

Perceptor

Master Engineer and Science Officer

Alt Mode: Superscope Unit and Exploration Vehicle

Perceptor is the leading scientist and master engineer amongst all Autobots, and when he taps into his academic expertise as a scientific polymath, anything is possible. He prefers words and numbers to lasers and rockets, but he's a capable soldier when Optimus Prime needs him to be!

Prowl

Military Strategist

Alt Mode: Police Car

Prowl may have an Alt Mode equipped with flashing lights and a siren, but he is far from loud or a spectacle. He is dedicated to logic and military protocols, hates disorder, and keeps to himself and his work most of the time. When needed at one point, his logical mind made him able to stand in as the command component to the gestalt Combiner, Devastator, showing his willingness and ability to apply himself to any situation at hand.

Pyra Magna

Pious Commander

Alt Mode: Fire Engine

Pyra Magna is a holy warrior devoted to a mysterious faith called the Way of Flame. She believes in the sanctity and unquestioning perfection that is the Matrix of Leadership, and she will turn her corrosive-spraying cannons on anyone foolish enough to question the righteousness of her Spark.

Ratchet

Chief Medical Officer

Alt Mode: Ambulance

Ratchet is a healer and a soldier, the dichotomy of that life never failing to fill his head with questions and pressure. If something breaks, Ratchet can fix it. If someone needs an ear to unload their dark thoughts, Ratchet will listen. If Optimus Prime needs a soldier, Ratchet comes to attention. Ratchet never gives up.

Rewind

Data Depository Recordicon

Alt Mode: Data Cassette

Rewind is one of Blaster's mini-cassette Recordicons, designed specifically to be a dumping ground for unsorted data and random information. He takes in all kinds of data and stores it in a light-matrix system that he can, if he is willing to risk a few zeta-bytes of trivia and facts, unleash as a blinding burst of illumination.

Roadbuster

Gunnery Expert

Alt Mode: Armored Roadster

Roadbuster, one of the Wreckers, is an Autobot weapons master and munitions expert. He is never without a multitude of firearms and explosive devices, and he lives for the rush of combat. When he isn't behind the sights of his guns, he is practicing or planning to soon be.

Road Rage

Bodyguard/Advisor

Alt Mode: Muscle Car

Road Rage is the bodyguard and social advisor to Crosscut, the Cybertronian ambassador. She is happy and fun-loving in her Bot Mode but suffers from a rare short-circuit in her Alt Mode that causes her to fall into a violent, erratic, and contemptuous frenzy when she puts wheels to the ground.

Rubble

Adolescent Rookie

Alt Mode: As Yet Unknown

Rubble is part of the new crop of Cybertronians joining the Autobots. He is still very young for a Cybertronian and has yet to allow his T-cog to imprint on any Alt Mode. Still learning how to be an Autobot from his mentor, Bumblebee, he has a bright future in the faction.

Rung

Psy-Ops Specialist

Alt Mode: Mysterious Implement

Rung is the Autobots' psychologist, therapist, and officer of higher thinking and emotions. He is highly advanced as far as his mental capacity and emotional knowledge is concerned, helping Autobot soldiers through their various traumas, even if his unusual component of an Alt Mode raises more questions about his own mental state.

Sideswipe

Shock Trooper

Alt Mode: Sports Car

Sideswipe is a reckless soldier willing to put anything on the line if it means defeating his enemies. Like his erratic and combat-seeking brother, Sunstreaker, he longs for a battle that he cannot walk away from. He believes that through this kind of sacrifice that he will one day join the other glorious heroes of the past.

Springer

Rapid Assault Soldier

Alt Mode: Helicopter and Cybertronian Car

Springer is one of the most well-respected enlisted bots that help protect the rest of his Autobot friends, and he never lets them live it down. His self-confidence borders on narcissistic on a bad day and hovers around simply smug on a good one.

Sunstreaker

Shock Trooper

Alt Mode: Sports Car

Sunstreaker is a brutal opponent with a penchant for violence that estranges him from all other Autobots, except for his twin brother Sideswipe. He brings axe and shield to bear against a Decepticon just as easily as his hand cannons, and he does so with a smile.

Swerve

Public Relations

Alt Mode: Off-Road Truck

Swerve is fun-loving, full of joy and irreverence, and always the life of the party. He brings this mirth and pleasantness anywhere he goes, helping to keep morale high in the field whenever possible. Everyone knows that there's no party like a Swerve party!

Ultra Magnus

Frontline Command

Alt Mode: Armored Hauler

Ultra Magnus is the battle-brother to Optimus Prime and is often thought of as his battlefield second-in-command. He sees himself as nothing more than a lifelong soldier, and he takes the burden of command very seriously. The respect he has earned from both Autobots and Decepticons is well earned.

Wheeljack

Inventor/
Mechanical Engineer

Alt Mode: Sports Car

Resourceful Autobot mechanic and overenthusiastic scientist, Wheeljack's inventions are as brilliant as they are unpredictable. When his inventions work, there's no other gear the Autobots would rather have in their arsenal. The weapons and upgrades that Wheeljack creates are unrivaled for their inventiveness, and his improvisational feats of engineering can result in weapons, gears, and system upgrades made out of little more than random parts and scraps. In his Alt Mode, Wheeljack attacks the road like he does his science experiments: recklessly and with style, always on the brink of brilliance or spectacular failure. His fearlessness in the face of the unknown is the quality most respected by his fellow Autobots.

Windblade

Wheelie

Scout-in-Training

Alt Mode:
Cybertronian Race Car

Wheelie is seen as a child when compared to other Autobots, despite already having figured out his Alt Mode. He helps where he can, learns from the best, and tries to stay out of trouble when he can. While he may eventually grow out of it, Wheelie always speaks in rhyme, an endearing fact about the young Cybertronian.

Whirl

Bombardment Strategist

Alt Mode: Attack Helicopter

Whirl is one of the standing members of the Wreckers, devoting his safety and sanity to delivering payload after payload into the enemy. Sometimes worrisome, Whirl is an erratic force of nature, shown in his topsy-turvy flight patterns and tactically mapped out chaotic maneuvers.

Windblade

Autobot City Speaker

Alt Mode: VTOL Jet

Windblade is unwavering in her determination to right what she sees as wrong. She holds the strong, personal conviction that all Cybertronians are born with a good spark, even Decepticons. Her fellow Autobots think that's naive, but she is undeterred. She would not hesitate to sacrifice herself to help others. Courageous and determined, she's not necessarily the greatest swords-wielder in battle, but she has some powerful signature moves.

Wreck-Gar

Junkion Warrior

Alt Mode: Armored Motorcycle

Wreck-Gar was once a mercenary warlord on his home planet of Junkion, but after being befriended by the Autobots, he chose to fight on their side. While he cannot speak for his entire race, his intercepted pop-culture communications and Junkion debris-based regeneration has made him become fully accepted as an honorary Autobot.

TRANSFORMERS
MORE THAN MEETS THE EYE
ROLEPLAYING GAME

The **Transformers Roleplaying Game** is a campaign setting for the *Essence20 Roleplaying System*. This book teaches you how to make Transformers characters and provides the necessary rules on becoming your character inside the game. Additionally, it outlines the world of Transformers for you to explore, providing a wealth of information on subjects such as Transformers Autobots living on Earth, crucial locations for dealing with the looming evils of the Decepticons and other Threats, how Transformers characters move and work in all sorts of environments, and stats for various equipment used to protect their source of power: Energon.

Whether your team of Autobots spends their days plotting their return to Cybertron, battling Decepticons, on the hunt for elusive Energon, or just training, researching, and interacting with others, you're sure to have a good time in this game of immersive play.

The Game Master

When playing the **Transformers Roleplaying Game**, one of the players takes on the role of Game Master, commonly referred to as the GM. The GM acts as the narrator to the story that all players tell together, describing the missions and challenges you must overcome. They also play all non-player characters (NPCs) and ensure that everyone understands and plays by the rules. In a sense, the GM is the authors, artists, editors, and directors who brought all of the Transformers adventures to life for years in the pages of comic books and on screens big and small.

When narrating the story, the GM presents a mission for the players and uses dice rolls and character actions to determine what happens in the game. NPCs act much like the player characters, with unique personalities and goals. Some of their goals may even align with those of the player characters (PCs), such as fellow Autobots and mission contacts. On the other hand, many directly oppose the PCs, like Decepticons, certain government agencies, and humans who aren't aware of the Autobot presence on Earth.

It is up to the players to work as a team to solve problems, figure out what to do next, overcome challenges, and fight the forces of evil. A group's strength does not lie in the talents of its individual members but in how they use their abilities together as a team.

Playing the Game

Once you've decided who the GM is, the players make their first Transformers characters. This can be done individually or as a group and is often done under the guidance of the GM. Your PC can be an original creation, based on an existing Transformers character, or a mix of both. Maybe you're from Cybertron and came to Earth in a new wave of travelers searching for those who came before them. Perhaps your character has been fighting alongside Optimus Prime all along. The rules for making a character are in **Chapter 2: Character Creation**.

While some people like to play different characters from game to game, many groups keep the same players and characters for a series of missions in an ongoing "campaign." Imagine that a mission is like one episode of a television show. A campaign would then be like an entire season – or sometimes a whole series.

Throughout the campaign, characters go on various missions and short, connected adventures that build a larger story. They learn new things, gain more resources, and upgrade their equipment. When the campaign is over, the players have a story to tell about how they stopped the Decepticons from taking over Earth, stealing all sources of Energon in the universe, destroying the planet, or whatever the overarching conflict happens to be.

A game of the **Transformers Roleplaying Game** only ends after all of the players decide that they don't want to play as their characters anymore.

Although the GM may run every obstacle in the PC's way during a campaign, everyone at the table is on the same side. There is no "winner" in this game, but there are rules. The object is to have fun while weaving the goals of the group, objectives from the GM, and whatever happens in between together into one story. The rules help you play the character you want, with both strengths and weaknesses. For example, if you make a character who has an Alt Mode that flies, it won't be able to speed through a narrow city street in a car chase.

Before deploying on your first mission, be sure to read the next few chapters, which present the instructions for creating the character you want to play and teach you how the game works.

Autobots, roll out!

02

CHARACTER CREATION

Making a hero that is More than Meets the Eye

Your first step to unite and protect humanity, preserving Energon and joining the fight against the Decepticons, in the **Transformers Roleplaying Game** is to make your character. Through a combination of game statistics, roleplaying cues, and imagination, you turn yourself into a heroic Autobot on epic adventures. Follow these steps to make your Player Character in the world of Transformers.

Start by thinking of the abilities and personality of the character you want to play. Are they a gunner like Jetfire or a mechanic like Wheeljack? Perhaps they're a leader like Optimus Prime or a warrior like Sideswipe. Maybe the character you want to play doesn't follow any of those iconic characters, and that's great too - the *Essence20 Roleplaying System* empowers you to make the ultimate vision of what you want your Transformers character to be.

CREATING YOUR CHARACTER

Once you are ready to start creating your character, follow these steps:

0. Discuss with your GM & Other Players
1. Character Concept
2. Set Starting Essence Scores
3. Select Influences
4. Select an Origin
5. Select a Role
6. Describe your character
7. Form your Team

These steps lead you to the table with a character you're excited to play.

Character Sheet

This section often refers to marking information on your character sheet. There is an example of a character sheet in the back of this book, and more online. Your character sheet can also be something as simple as a piece of scratch paper or as complex as a custom spreadsheet with macros - as long as it keeps your character's information in a single place, it's a character sheet.

Step 0: Discuss with your GM & Other Players

Before you start making selections, talk with your GM and other players about the game you want to play. Having a clear idea of what kind of story you want to tell together has a significant impact on the character you make and what is appropriate for the setting. For instance, the PC you bring to an 80s Transformers cartoon nostalgia game would be different from the one you'd make for a gritty, modern Transformers comic game, or a lore-heavy campaign focused on the politics of Cybertron and interplanetary trade.

Chat with the other players about their ideas for their characters. The *Essence20 Roleplaying System* is designed to be balanced, even if the entire group wants to play the same Roles or Origins. However, while it's fun to play a team of all Champion Gadgeteers, having a variety of Origins and Roles diversifies your group and how you approach challenges.

It's best to meet together to brainstorm characters, either in person or online, before the game. This pre-game planning session is commonly referred to as Session Zero. The goal of Session Zero is to get everyone in your group on the same page. Whether or not they've played an RPG before, each player has preconceived notions going into a new campaign. A Session Zero is an excellent time to set the game's tone, table expectations, establish subject matters that are off-limits, set up safety tools for every player's comfort, and agree to any social contract rules for the table.

Be sure to make notes during your Session Zero, and keep them in mind when making your character. If you decide to go a different route, let your GM and other players know - stories in the **Transformers Roleplaying Game** are told through collaboration.

Step 1: Character Concept

One day, an Autobot will rise from our ranks and use the power of the Matrix to light our darkest hour. Until that day, till all are one.

— Optimus Prime

Who is your character? Creating a character can seem daunting, but the PC you make just represents what you want to bring to and get out of playing the **Transformers Roleplaying Game**.

Character concept inspiration can come from anywhere, whether your character is based on an existing Transformers character, an Autobot type that you always dreamed about, or just a cool combination of features that you think would make a fun hero!

You don't need to decide everything about your character yet. Start at the basics, and work from there. What kind of background do you imagine your character having? What do they like to do for fun? What type of Alt Mode do they convert into, and what does it look like? These jumping off points can kickstart your character into high gear.

Step 2: Essence Score Increases and Skill Point Investment

In the **Transformers Roleplaying Game**, you measure your character's potential by their Essence Scores, broken down into four categories:

- **Strength:** Physical power and endurance
- **Speed:** Agility, balance, and reflexes
- **Smarts:** Awareness, mental acuity, intuition, and analysis
- **Social:** Confidence, poise, charisma, and leadership

At the beginning of character creation, you gain 12 Essence Points to spend between the four Essence Scores. You'll also gain an Essence Point from your Origin, and three from your Role at 1st level. Once you're done building your 1st level character, you will have a total of 16 Essence Points. You can spend Essence Points however you choose, with two exceptions:

- You need at least 1 point in each Essence Score
- You can't increase an Essence Score above 15.

The second point won't be an issue now, but as your character grows and levels up, your Essence Scores increase.

Skill Points

Each Essence Score increase grants Skill Points to invest in that Essence's Skills. Some players invest the Skill Points they gain during character creation as soon as they increase their Essence Scores. Others wait until they've picked their Origin and Role and then invest all of their Skill Points. If you ever lose track of how many Skill Points you should have, they're always equal to your Essence Score. So if you have 5 Strength, but only four Ranks in Strength-based Skills, you have another Skill Point to invest in a Strength-based Skill.

Read over the Skill lists on your character sheet. Their names alone will give you a good idea of their purpose, but **Chapter 6: Essence Scores and Skills** explains each Skill and how it's used in more detail

If you decide to invest your Skill Points now, mark them down on your character sheet so you know which die type to roll for Skill Tests. You might want to mark them with a pencil, as players often reconsider their Skill Point investments at the end of character creation.

Step 3: Select Influences

With an idea of what kind of character you want to make, ask yourself where they come from and what's important to them. Influences, which are a variety of passions, hobbies, culture, previous careers, and impactful moments in their past, help to flesh out who your character is. Influences can come into play at any point in your character's history, whether it's when they first come into being, during their life on Cybertron or Earth, or before or after joining the ranks of the team.

Choose a minimum of one Influence for your character, marking down the Influence Perk but ignoring the possible Hang-Ups. You can choose up to three Influences during character creation. If you pick additional Influences, you receive their Perks and must choose a Hang-Up for each. A Hang-Up is a negative way in which your character's Influence affects them. Not only do Hang-Ups balance out the extra Perks from extra Influences, they flesh out your character, giving you additional opportunities to roleplay.

Full descriptions of the Influences are in **Chapter 3: Influences**.

Blurr

Step 4: Select an Origin

The next step in your character's journey is to select an Origin. A character's Origin takes on different meanings depending on the *Essence20* game. In the **Transformers Roleplaying Game,** your Origin defines your character's Alt Mode, the form your character takes in their converted state.

Regardless of the game, each Origin provides an Essence Increase, a skill or short list of skills to choose from to invest your new Skill Point, your Starting Health, the Languages you know and how quickly you learn new ones, and a Perk called your Origin Benefit. Exclusive to Transformers, your Origin also provides your Size and Movement in Bot Mode and your Alt Mode, and other benefits and drawbacks of your Alt Mode.

Full descriptions of the Origins are in **Chapter 4: Origins**. After selecting your Origin, mark all the benefits on your character sheet.

Health & Damage

Health describes how much Damage your character can take before being Defeated.

In addition to the Starting Health granted by your Origin, you'll have the opportunity to increase your Health by investing in the Conditioning Skill in the Strength Essence category. Additionally, some Perks increase your Health.

You recover Health when you rest, receive Repairs through the Technology Skill, and from certain Perks. For more information, see "Damage & Healing" in **Chapter 9: Combat**.

Step 5: Select a Role

Your Role is the archetypal position that your character fulfills. Unlike Influences and Origins, which apply all of their benefits at character creation, 1st level is only the beginning of the benefits you gain from your Role. When your character has gone on enough adventures, they go up a level, meaning their Role gives them a new suite of benefits.

During character creation, regardless of the Role you choose, you learn how well your character handles Weapons and Armor, a Cybertronian Perk emphasizing how you use being a shape changing alien robot to your advantage, two Essence Score increases as well as a selection of Role-appropriate Skills to invest these Skill Points, a Focus to further customize your character which includes an additional Essence Score increase and Skill list, and two or three Role Perks to show how you do what your Role excels at.

Every level after 1st, you'll gain an additional Perk, and an additional Essence Score increase. Unlike at 1st level, the Essence Score increases you get from your Role from 2nd level on do not need to be invested in Skills on your Role or Focus Skill list.

Full descriptions of Roles are in **Chapter 5: Roles**. This is the most important decision you make during character creation, so make sure your Role is right for you. Think of the Skills you want to excel at and make sure your Role gives enough Essence Score Increases to make your concept happen. Remember that you have 12 Essence Points at character creation that you can invest anywhere, in case you need to Rank up some Skills early.

Finalize Skills and Set Defenses

Selecting your Role is the last step of character creation that grants you Essence Score Increases. You can now finalize your Skills. If you choose to move some of your Skill Ranks around now, make sure you keep your Skill Points in line with the Essence Points that granted them.

With your Skills and Essence Scores set, you can now set your Defenses.

Each Essence Score is connected to a Defense. Strength has Toughness, Speed has Evasion, Smarts has Willpower, and Social has Cleverness. These Defenses determine how resistant you are to different types of outside forces. For example, when a Threat tries to hit you, your Toughness determines if a physical attack does any damage to you. If the hit is equal to or higher than your Toughness, you take Damage and lose Health.

Your defenses are:

Toughness, for enduring and withstanding punishment: 10 + Strength Essence Score

Evasion, for getting out of the way of danger: 10 + Speed Essence Score

Willpower, for resisting outside influences, from peer pressure to mind control: 10 + Smarts Score Essence

Cleverness, for using reason and intellect to overcome befuddling conundrums: 10 + Social Essence Score

Step 6: Describe Your Character

With your character's mechanical "bones" (Essences, Influences, Origin, and Role) decided, it's time to flesh out your personality. If you need a jumping-off point, your Influences and Origin have prompts that can help paint a better picture of who your character is, what motivates them to serve in their Role, who is important to them, why they are on Earth, what they are searching for, and what they fear. As Earth is the assumed setting of the **Transformers Roleplaying Game**, you'll want to define your character's relationship with Earth. Your character may be freshly arrived on Earth, or around for a couple of decades, but even decades aren't enough to blend in without question.

In addition to these roleplaying aids, think about what your character looks like, their preferences, personality, and any distinguishing features. When you speak for them, will you use your voice, or change how you speak?

Using Essences to Describe a Character

A quick way to come up with a character's description is to rely on their Essence Scores and choose an adjective or two from the examples below (or make your own) to incorporate into your character's description:

Strength

- High: Athletic, Brutal, Rugged, Tenacious, or Vigorous
- Low: Delicate, Fragile, or Gentle

Speed

- High: Energetic, Graceful, Nimble, or Swift
- Low: Clumsy, Lethargic, or Slow

Smarts

- High: Attentive, Cunning, Disciplined, or Wise
- Low: Forgetful, Gullible, Predictable, or Shortsighted

Social

- High: Diplomatic, Elegant, Friendly, or Witty
- Low: Dull, Anxious, Shy, or Untrustworthy

Equipment and Hardpoints

What about your gear? Transformers characters have both carried equipment and mounted accessories and weapons!

Even if it isn't attached to you, you still get gear. As described in **Chapter 8: Equipment**, every mission starts with Equipment Requisition. You receive standard equipment, the gear you're qualified to use, anything mission critical, and you'll have an opportunity to request specific items. While you'll probably stick with a similar selection of items for every assignment, you'll be able to customize your equipment for your task and access rarer and more powerful upgrades as you level up.

Step 7: Form a Team

With your character completed, now it's time to bring your team together. First, talk to your GM and other players about your group. This is a great time to review your campaign's themes and general plot or mission. In doing so, form bonds with the other characters by asking things like:

- How do you know the other PCs on the team?
- Is there a teammate you consider a friend? If so, why and how did that come about?
- Is there a teammate you have a rivalry with (if your GM approves). If so, what's the rivalry about, and how did it start?
- Did one of your teammates save your life?

You aren't required to answer all of these questions, but forming bonds with other characters is an important way to build cohesion and emphasize roleplay.

Starting Beyond 1st Level

As your character goes on missions, you'll surpass milestones that increase your level. You'll get additional Essence points and new Perks as you gain levels.

If your game begins with your PC at a level greater than 1, you gain all Perks, Essence Increases, and Qualifications for your current level and every level preceding it (i.e., starting at level 5 would give your new character all the benefits of levels 1 through 5).

Tiers of Play

As you progress in levels, your character takes on more dangerous situations. The tiers of play generally outline the play experience you can expect:

- **Tier 1 (Levels 1–4).** At this tier, the characters are new to the cause and are developing skills that define their roles and abilities. The Threats they face are on a smaller scale, but if unchecked, could give the Decepticons and other enemies advantages to take over the world.
- **Tier 2 (Levels 5–10).** The characters are now established as part of the team and have all the core abilities of their Roles: access to more powerful gear, additional attacks, and Perks that can change the course of a battle. PCs investigate and stop Threats that could present a danger to cities, or could even lead to dangers on a global scale.
- **Tier 3 (Levels 11–16).** Transformers characters of this tier are among the most trusted Autobots, each with abilities and expertise that sets them apart. NPCs seek them out for guidance and training and ask them for help or send them on quests and missions. As a result, characters of this level have gained notoriety. Decepticon leadership likely knows them by name, and they may even be known to humans aware of a Cybertronian presence on Earth.
- **Tier 4 (Levels 17–20).** These characters stand among Optimus Prime as the most famous and powerful of Autobots. They're who everyone turns to when a mission needs the best of the best. They don't just save the day, they regularly save the universe.

03

INFLUENCES

Every bot has a story, somewhere they came from, something over their very long lives that influenced who they are. Some Cybertronians even lived a life of relative peace on their home world of Cybertron, or one of the many Cybertronian colonized worlds. Before the eruption of a civil war threw their lives into chaos and forced them to engage in a battle that continues to this day on Earth, Cybertronians had lives, educations, and careers that shaped their destinies.

Was your Cybertronian a pencil pushing administrator, keeping the Energon flowing, or did they live a more dangerous life, fighting for fame and glory in the Gladiator Zone? Below are several Influence options that you can choose to shape your Cybertronian's backstory.

Influences provide Perks that benefit your character when they come into play, giving you an advantage in situations that relate to your character's experience in the past. Sometimes, however, they're harsh reminders, presenting as an obstacle to overcome.

Choose at least one Influence during character creation, and optionally up to two more. For every Influence selected beyond the first, you must also choose a Hang-Up. Hang-Ups are listed later in this chapter, but each Influence lists Potential Hang-Ups associated with them in case you need guidance.

Choosing an Influence provides you with important story cues about your character's identity. Unlike a background, Influences are things that have stuck with your character and make them unique. They are your character's hobbies and passions and could begin at any time in the character's story. When choosing Influences, consider questions like:

- What was your first experience with this Influence?
- How have you pursued it throughout your life?
- Who do you share these Influences with (either other player characters or NPCs)?
- What part of this Influence keeps you coming back for more?
- Is this Influence something you've put into your past?

Each Influence gives your character an Influence Perk that benefits you when your Influences come into play. Each Influence also suggests personal characteristics that you can use as a basis of creating your character's story and personality.

A character can have up to three Influences at character creation and gets the benefits from the Influence Perks as well as the roleplay suggestions from these Influences. For every Influence after the first, the character must choose a Hang-Up.

Hang-Ups

Just as influences enrich the character's backstory, so do Hang-Ups. Hang-Ups are flaws your character develops as part of their backstory, such as missed opportunities, known weaknesses, and areas your character struggles in.

When you select your second and/or third Influence, you still get the Influence Perk associated with that Influence, but you must also pick a Hang-Up associated with your second and/or third Influence. The **Transformers Roleplaying Game** lists suggested Hang-Ups to choose from for each influence, which are listed with details at the end of this chapter, but these aren't the limit – you may work with your GM to come up with an appropriate Hang-Up for your character's passions and backstory. Unlike playing into your character's personality flaws, you do not get a Story Point when your Hang-Ups come into play.

Background Bonds

Fleshing out your character's personality, including the array of traits, mannerisms, habits, beliefs, and flaws that give a character a unique identity, will help you bring them to life as you play the game. Each Influence has a selection of Background Bonds, which presents a mix of benefits and flaws that can quickly help you add flavor and depth to your character.

For each Influence you choose, roll a d12 to randomly determine or choose a Background Bond from the options available. Feel free to give your character more than one if they seem to fit, or make up your own if you like something better. The Background Bonds are there for you to have a starting off point to help develop your character's motivations. Beyond those Background Bonds, think about your character's favorite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

Having Multiple Influences

Having multiple Influences gives you some interesting points in your character's past. Consider carefully how those Influences have interacted.

- Is your character an entertainment fighter (Gladiator) who was mechanically altered to be super strong (Experiment)?
- Or perhaps your character was a parts smuggler (Scavenger) in the war after being dismissed from active duty due to an injury (War Veteran)?
- Maybe your character was on the Cybertronian Technology Commission (Bureaucrat) and discovered a new way of processing Energon (Inventor)?

Each Influence becomes a chapter in your character's history. Take the time to talk through this with your GM and come up with a cool story about where your character came from and what led them to who they are today.

Customizing an Influence

You might want to tweak some of the features of an Influence to better fit your character or the campaign. To customize an Influence, you can replace one Perk or Hang-Up with any other one. Then choose a fitting Characteristic and Background Bond. If you can't find a feature that matches your desired background, work with your GM to create one.

BUREAUCRAT

Never in the limelight, but always foundational to the execution and planning of leadership, you're an administrator or functionary. Whether you're a desk jockey running the numbers on the Energon flow at the Space Bridge or the assistant putting the final touches on the mayor's policies, you are vital to making Cybertron run through coordination and service.

Perk

When using the Lend Assistance action, you can grant the recipient both an Edge and a ↑1 to their Skill Test.

Potential Hang-Ups

Mode Attachment, Subordinate, Treacherous.

Suggested Characteristics

Job Functions

Bureaucratic positions take many forms, and each level supports the team as a whole. Bureaucracies take forms throughout many organizations, workforces, and teams, occurring wherever there is a clear hierarchy, specialization of duties, a division of labor, and a set of formal rules or standard operating procedures.

The following are a few ideas of specific job functions within a bureaucratic organization:

1. Secretary
2. Lawyer
3. Engineer
4. Manager
5. Inspector
6. Policy Maker
7. Government Representative
8. Chancellor or Dean

BUREAUCRAT BONDS

D12	BOND
1	Organization is the key to success.
2	Day to day accomplishments are my main focus, and I leave the big picture goals to my superiors.
3	I evaluate all members of my team for efficiency, so my job is easier and more effective.
4	I am distrustful of newcomers to my team and believe that anyone has the potential to defect to the enemy.
5	Interpersonal relationships with my coworkers are difficult for me, as I am more focused on making the organization I'm part of run smoothly.
6	I do not tolerate mistakes, and I'm angriest at myself if I fail.
7	When a new idea is presented, I am the first to document the procedure and who will be responsible for seeing it through.
8	I find myself intimidated by those in positions above me.
9	While on the job or a mission, I'm focused on the task at hand, but once that's over, I like to cut loose and have fun.
10	I secretly wish that I was on the front lines of action instead of pushing paperwork and policy.
11	I'm only doing this job to gain more power and control.
12	I have a hard time controlling my temper when procedure isn't followed.

CUBE PLAYER

Cube, an ancient and celebrated tradition on Cybertron, is a team sport similar in style to Earth's rugby, where players must hold onto an artificial intelligence-guided Energon cube for a set amount of time without it being knocked away by an opponent. The violent sport eventually died our when the war became so all-encompassing that even the game stadiums were no longer safe.

Perk

You gain an Edge on Social and Smarts based Skills connected to competitive sports. Additionally, you gain ↑1 on Skill Tests related to Cube.

Potential Hang-Ups

Earthspoiled, Impulsive, Vainglorious.

Suggested Characteristics

Determine at which point in their lifetime your character was a Cube Player and if they still play. Former athletes often move into leadership or public-facing roles. Current athletes often draw attention and popularity to themselves wherever they go. Perhaps your character left the sport back on Cybertron but still longs to play now that they are on Earth. All of these can add to your character's personality, desires, and day-to-day life.

CUBE PLAYER BONDS

D12	BOND
1	I love being the center of attention.
2	When I fail at any athletic-based endeavor, I retreat in anger or embarrassment.
3	I love being a coach to others and will happily explain how I perform any skill.
4	I often take random items from wherever I am and turn them into sport, either by aiming to throw at a target or using them for dexterity challenges.
5	I long for the days when all I had to worry about was the next game.
6	I perform best as part of a team, and my team is my family.
7	Being the best is most important to me, and I'm not above bragging when I do well.
8	I am fascinated by Earth sports.
9	I often make quips comparing situations to Cube and other sports, and I won't miss an opportunity to make sports-based references, idioms, and jokes.
10	I worry about my health and am extremely cautious about taking damage to my precious chassis.
11	I'm humble about my talents and don't like the attention it brings.
12	One day, I want to start my own Cube league and turn it into a major enterprise.

EXPERIMENT

Cybertronian technology is beyond human understanding, and the pursuit of science and technology is a commonly dedicated lifepath for Cybertronians. But you were not a scientist, technologist, or machinist; you were their experiment. Your body has been modified, altered, or upgraded. You may have experienced a unique forging or spent years in a laboratory being torn down and rebuilt repeatedly. Becoming an experiment was sometimes voluntary, but not always. There are benefits to having a modified body, but the process often takes its toll as well.

EXPERIMENT BONDS

D12	BOND
1	I was forced into a life of experimentation and hate the party responsible.
2	Technological evolution is the key to the longevity of our race.
3	I am always happy to volunteer my body for scientific and technological research, especially if there is Energon or other perks in it for me.
4	I use a secret technological upgrade of mine to play practical jokes on others.
5	I often worry that others are only friendly to me because they secretly feel sorry for me.
6	Being an experiment has turned me into a people pleaser.
7	I often compare others' trials and tribulations to my own experiences.
8	The work that was done on me resulted in a "glitch" in my system that sometimes makes me repeat myself or cause my words to trail off.
9	When I see social injustices that cause others to not have free will over their bodies, I become passionately angry.
10	There is a symbol marked on my body as a result of an experimentation that I don't know the meaning of, and I desperately want to find the maker who did it.
11	Every time I use one of the benefits of being an experiment, I feel compelled to remark about what I had to go through to use that ability.
12	I believe the work done to me saved my life, and I owe a debt to those who helped me.

Perk

Choose one of the following four options:

1. Gain ↑1 when Shoving or attempting to break from a Grapple.
2. Your carrying weight is doubled.
3. You gain an Edge on Technology Skill Tests in which you are not familiar with the specific technology alien to you (for example, Earth automotive technology for Cybertronians).
4. You have one additional Integrated Non-Weapon Hardpoint

Potential Hang-Ups

Distressed, Treacherous, Violent.

Suggested Characteristics

Your character may have spent a large portion of their time in a lab or put through tests that forced them to be secluded from others. On the other hand, they may have made strong bonds with other Cybertronians in the facility they were in. Consider whether the experimental research they were a part of would have contributed to their social interactions and how they feel about their modifications, differences, and special features.

FORMER SENATOR

Leadership requires the best and brightest, those who can enact strong policy, and those who make backroom deals with the best of them. On Cybertron, you directed some form of local government at the head and were part of the well-oiled machine.

Perk

Choose a Deception or Persuasion Specialization, whether or not you invested in that Specialization. You gain an Edge on Skill Tests when that Specialization comes into play.

Potential Hang-Ups

Glacial, Idolizer, Mode Attachment.

Suggested Characteristics

You may have been (or still may be) a senator or any other high-ranking government official, but the skills you learned stay with you in all of your efforts, even outside the political realm. Consider the type and area of your governance, both politically and geographically, the impact it had on your time there, and how it has resulted in your life today.

FORMER SENATOR BONDS

D12	BOND
1	The relationship I have with my mentor is invaluable and unbreakable.
2	I believe that I am a better leader than my direct superior.
3	I want to change the world and the political environment of my current home.
4	I am wary of those involved in Earth politics, and I believe their motivations are corrupt.
5	Following the law to the letter is important for society and the well-being of others.
6	I believe that rules are meant to be broken, especially if you're the one in charge.
7	A bodyguard once saved my life, and I will return the favor one day.
8	I find ease with entertaining and conversing with bots and humans alike.
9	There are secrets about me on a hard drive somewhere that I'm afraid will go public someday.
10	I strive to help those who are underprivileged and underrepresented.
11	I was a witness to political corruption and carry the secret with me to this day.
12	I carry a letter in a language I do not understand, found in my predecessor's files. I hope to translate it and unravel its secrets.

GLADIATOR

You were a champion of the many arenas of Cybertron, fighting for glory day in and day out. Gladiatorial combat was one of the most popular sporting events on Cybertron, and you may have had a fan following if you were successful. Although fighting skill is an essential part of surviving as a Gladiator, the best of them have powerful personalities, and you do, too.

Perk

Choose an Intimidation Specialization, whether or not you invested in that Specialization. You gain an Edge on Skill Tests when that Specialization comes into play.

Potential Hang-Ups

Impulsive, Vainglorious, Violent.

Suggested Characteristics

Gladiators are often the epitome of strength and athleticism. Unlike Cube players, Gladiators compete in a solo sport, always looking out for themselves and their own advantages. Fame and glory come hand in hand with gladiatorial success, so consider how your character feels about recognition, being a role model, and social interaction with the public.

GLADIATOR BONDS

D12	BOND
1	My fabulousness cannot be overshadowed.
2	Brute strength of one can only go so far, and it is important to remember that strength also comes in numbers.
3	People love when I show off.
4	My exterior doesn't match my gentle personality, and I only like to bring my big persona to an actual fight.
5	My valets from my gladiator days are still my dearest friends and confidants.
6	I was encouraged into fighting, but I am secretly an excellent dancer.
7	When a new idea is presented, I am the first to document the procedure and who will be responsible for seeing it through.
8	I once rigged the outcome of a match as a favor, and that party still owes me a debt for doing so.
9	A gambler lost a fortune when I lost a fight, and they are still out there somewhere to exact their revenge.
10	Fighting is my passion, and winning brings me pure joy.
11	I may look tough and strong, but I have a soft spot for animals and human children.
12	I prefer to be on my own and don't always follow group consensus.

HUNTER

Hunting is a popular pastime for many Cybertronians, and you are no different. Once you traveled off-planet to other alien worlds, tracking down beasts worthy of their prowess. During the wars, the invaluable skills you honed came into high demand to track down criminals and traitors.

Perk

Choose a Survival Specialization, whether or not you invested in that Specialization. You gain an Edge on Skill Tests when that Specialization comes into play.

Potential Hang-Ups

Earthspoiled, Skeptical, Violent.

Suggested Characteristics

Patience, confidence, and determination are all important characteristics of those who hunt. When a quarry is difficult to track, a hunter's demeanor can mean the difference between a capture or an escape.

HUNTER BONDS

D12	BOND
1	I never give up on any of my pursuits.
2	Hunting should never be for sport but should be used for survival only.
3	I once let my quarry go out of mercy, and that action resulted in the death of someone I care about.
4	The thrill of the hunt makes me giddy and energized.
5	I am obsessed with "the one that got away" and will find them one day.
6	When a hunter errs, they become the prey.
7	I carry a small trinket taken from a target I once captured. I hope to return it one day.
8	I once took a job to hunt and kill a creature I was told was threatening a town, but later I found out it was part of an endangered species, and I will never forgive myself for it.
9	Any traitor to our noble cause deserves what is coming to them after I get them in my sights.
10	I pride myself on being able to track down and find absolutely anything or anyone.
11	I often have nightmares that I am the one being hunted.
12	I am happiest alone in the wilderness, waiting for my opportunity to strike.

INVENTOR

Whether you were a hobbyist or a scientist working directly for a faction, you were a technological genius so vital to the development of Cybertron that you may have even belonged to the scientist caste, one of the most highly respected segments of Cybertronian society.

Perk

You gain an Edge on Skill Tests to use any technology of your own creation. Additionally, you can always ignore up to ↓1 on Skill Tests to use any technology you create.

Potential Hang-Ups

Idolizer, Whimsical, Vainglorious.

Suggested Characteristics

Inventors come in all forms from many different fields of expertise. Your background may be from a study of technology, fascination with trinkets, exploration of the arts, pure curiosity, or countless other sparks that propelled you into a mindset of invention.

Some common fields are:

1. Physical Science
2. Chemistry
3. Computer or Tech Science
4. Mathematics
5. Biology
6. Engineering
7. Aeronautics
8. Energon Research

Feel free to choose one of these specialties or come up with your own, with your GM's approval.

INVENTOR BONDS

D12	BOND
1	Breakthroughs in my work and research bring me the greatest satisfaction I can imagine.
2	Someone I perceived as a mentor once told me my ideas were fruitless, and those words still haunt me.
3	I once stole a colleague's blueprints for a new invention and took the credit myself.
4	My biggest dream is to invent Energon-creating fusion.
5	I once invented technology that ended up in the Decepticons' hands.
6	I want to travel to distant planets to discover new technology to incorporate into my work.
7	Human biology fascinates me.
8	There is no such thing as an original idea, but we can always improve on existing ones.
9	I am secretly obsessed with Dark Energon and its properties.
10	I have a hard time relating to those who do not share my love of science.
11	No matter the situation, I am constantly observing and monitoring everything I can.
12	My logical mind often gets in the way of making decisions that require emotional thinking.

MACHINIST

Day in and day out, chained to the repair bays, working as a machinist can be grueling and exhausting work. But, whenever another Cybertronian gets their fuel line in a twist, internal chassis scoring, or a crankshaft stuck in their skid plate, you're there, toolkit in hand, ready for a bit of remove and rebuild.

Perk

When using a Skill Test for any kind to repair or upgrade to a Cybertronian or Cybertronian technology, you gain an Edge.

Potential Hang-Ups

Distressed, Glacial, Skeptical.

Suggested Characteristics

Machinists have hands-on attitudes towards their obligations and have an aptitude for mechanics and investigatory work. Like inventors, curiosity often fuels their ability to fix machines in creative ways, often under extreme circumstances, while under heavy fire, or pressing timelines.

MACHINIST BONDS

D12	BOND
1	I am precise in my work and my actions.
2	I am eager to make improvements on tools and equipment I encounter, always evaluating what can be "better."
3	I will work around the clock with no recharge time if it means completing the job at hand.
4	I have battle damage on my chassis from an attack many years ago that I could easily fix, but I keep it as a reminder of the day I received it.
5	I hide a maker's mark on every machine I build. My friends and colleagues have often asked for me to mark them after patching them up, and I consider that a great honor.
6	A little grit and grease never bothers me. In fact, I'm happy to be covered in it.
7	I speak loudly, a habit from working in noisy environments all day.
8	As a young Cybertronian, I was told I was too clumsy for delicate machinist work, but it has always been my passion.
9	I am obsessed with an Earth television show about a man who relies on unconventional problem-solving and creating wacky inventions under pressure to save the day. He's my ultimate hero.
10	My gruff attitude is the result of a wall I put up to prove to others that I'm tough.
11	My curiosity about how things work translates into other pursuits, and it often leads me into places and conversations where I don't belong.
12	When something needs to be done, I step in without hesitation. Some see this as me steamrolling the situation, but I see it as taking care of business as quickly and efficiently as possible.

RACER

The Cybertronian that doesn't engage in racing is rare, but you take it to a whole new level. You engage in the racing circuit, taking breakneck turns for pure pleasure and thriving off the thrill of leaving everyone in your dust. Or, perhaps you're from Velocitron, one of the Cybertronian colonies renowned for its racing culture. Velocitronians are known for their extreme focus on souping themselves up with rare and experimental technology to get that lightning edge.

Perk

Choose a Driving Specialization, whether or not you invested in that Specialization. You gain an Edge on Skill Tests when that Specialization comes into play.

Potential Hang-Ups

Impulsive, Mode Attachment, Whimsical.

Suggested Characteristics

Racers are risk-takers, always looking for a thrill. Winning isn't everything to all Racers, but most have a competitive streak that runs through all of their endeavors, both on and off the track. Racing requires optimum awareness, quick-thinking, and keeping cool under pressure, all characteristics that a good Racer should have.

RACER BONDS

D12	BOND
1	I am fearless in the face of challenges that can also give me a thrill.
2	I beat my mentor in an important race, and they no longer speak to me.
3	I prefer to be in my Alt Mode form whenever possible.
4	Giving up racing forever to take on the Decepticons or other threats is something I'm prepared to do.
5	I have a lucky charm that I always keep with me.
6	My overconfidence annoys others and often gets me in trouble.
7	I have a hard time with authority and break traffic laws often.
8	I'm not afraid to do what it takes to gain an edge on my competition.
9	Win or lose, as long as I've put on a good show, I'm happy.
10	My competitiveness gets in the way of my friendships.
11	I don't always see that being impulsive and taking risks for myself can endanger others.
12	It is my dream to be in a televised racing event.

SCAVENGER

As technologically advanced as Cybertronians are, they have always needed more materials. Some of those materials are rare, hoarded, and even illegal. You're an expert in tracking down and acquiring parts and minerals for the scientist caste to work with, often making deals or working with the seedier members of society to get the job done.

Perk

Choose a Streetwise Specialization, whether or not you invested in that Specialization. You gain an Edge on Skill Tests when that Specialization comes into play.

Potential Hang-Ups

Earthspoiled, Treacherous, Whimsical.

Suggested Characteristics

Scavengers have an eye for detail and can recognize an odd part in a pile of junk at a mere glance. Whether retrieving lost or abandoned items or recovering wreckage from disaster or battle sites, scavengers are always putting feelers out to find what they need. Some scavengers have a great network of acquaintances, making them well known and popular, while others prefer a more solitary existence, working on their own.

SCAVENGER BONDS

D12	BOND
1	If nobody is around to lay claim to an item, it becomes rightfully mine.
2	The secret to unraveling a decades-long mystery lies in my ability to find a long-lost object on another planet.
3	I seek to preserve a Energon-based invention that my enemies want to destroy.
4	Items of value go to the highest bidder, but personal items should always be returned when possible.
5	I was given a map to a hidden underground vault, and someday I will find it.
6	Others only focus on the object they seek, but I see the value that surrounds it.
7	There is no such thing as too many possessions, even if some think I'm a hoarder.
8	The only item that has ever escaped me is a lost gift that was given to me many years ago. One day I will find it.
9	Every time I scavenge an item, I try to take a small souvenir for my own quirky collection.
10	Superstitious by nature, I always thank the wreckage, location, or creature I have scavenged from.
11	I am distrustful of others and will hide what I find unless needed by the mission at hand.
12	I like being helpful and will always offer my services to those who need to find something specific.

SECURITY

Security patrols were the most common martial order on Cybertron, and many Autobots have been part of one of these contingents at some point in their lives. While you don't seek out combat situations, you're always ready to deal with them when they arrive. Some security forces are directly associated with the government, but others protect private households or defend key laboratories and factories.

Perk

When you are Surprised, you can take a Move action and roll a Skill Test. You still can't take a Standard action.

Potential Hang-Ups

Glacial, Skeptical, Subordinate.

Suggested Characteristics

Members of security teams are tasked with being on high alert at all times. They tend to be patient and diligent, with a strong connection to law, order, and a firm adherence to protocol. Consider if your character follows these typical characteristics or if they are an outlier: trigger happy, overreactive, or dreaming of moving into another role within their team.

SECURITY BONDS

D12	BOND
1	I will defend who I am tasked with protecting with my life.
2	I took employment in security because it allows me to sit around on the job.
3	The first time I had to dispatch my weapon, it forever changed me. I still have flashbacks to that day.
4	Order comes from respecting those tasked to preserve and uphold it.
5	My body will always be a shield to protect the innocent.
6	I once got distracted on a mission and lost an important asset, which has since been a blow to my self-confidence.
7	I look forward to the day when I can finally put down my weapon and relax in retirement.
8	My partner was defeated on a security detail we were assigned to, after I protected the asset as my first priority.
9	The best offense is a great defense. I never make the first attack and instead bide my time for the most effective strike.
10	I will never leave a fellow team member behind.
11	I may be tasked with protecting an asset, but I secretly know that when the chips fall, my own safety comes first.
12	My former superior owes me a life-debt after I protected him during a surprise invasion.

WAR VETERAN

You have seen your fair share of combat and experienced many victories and defeats. While you might be full of exciting war stories to awe your allies with, you've also lost those close to you. It's a dark truth of the Cybertronian experience that nearly all who have survived to the present day are veterans of the many wars. War is inevitable and inescapable as a Cybertronian, and it always leaves its mark.

WAR VETERAN BONDS

D12	BOND
1	I live by a strict warrior ethos bound by honor and courage.
2	Trust in your team is necessary for a mission's success.
3	A good leader is nothing without obedient followers, and I strive to be both.
4	I once made the wrong call on the battlefield, resulting in the destruction of many of my allies.
5	I have recurring flashes of my time at war during my daily recharging that I cannot escape.
6	Commitment, loyalty, and integrity are of great importance to me.
7	I take accountability for my mistakes, but I revel in my successes.
8	War is always inevitable, so I'm always prepared to fight for the cause.
9	Joining up for war is a great way to travel to exciting places and meet new friends.
10	I idolize my first sergeant and will forever measure my deeds and choices against what I believe they'd do.
11	Diplomacy is for those who don't know how to wield a proper weapon.
12	I'll never forget the crushing defeat my team suffered or my enemies who dealt it.

Perk

When making an Alertness Skill Test to gain information or understanding of the current battlefield, you gain an Edge.

Potential Hang-Ups

Distressed, Idolizer, Subordinate.

Suggested Characteristics

As a war veteran, you survived the battlefield by the very strength of your character. Loyalty, courage, and leadership are among these strengths. Consider the effects that war has had on you and whether it has made you hardened, grisled, and indifferent to death or whether it has made you compassionate, empathetic, and opposed to fighting unless absolutely necessary.

HANG-UPS

Every Influence you take after your first comes with a Hang-Up. Each Influence presents three potential Hang-Ups to choose from, but work with your GM if you'd like a Hang-Up not listed with an Influence you chose.

Distressed

You are often distracted by worries and concerns that may or may not be relevant to the current situation. When making an Alertness Skill Test to gain a better understanding of potential danger to others, take a ↓1.

Earthspoiled

You are excited by and attached to the cornucopia of beautiful treasures the Earth and human culture have to offer you. When exposed to a gorgeous piece of Earth art or culture, your Skill Tests suffer ↓1.

Glacial

Your personality is cold and uncharismatic, and you struggle to connect with others. Many consider you rude or even hostile even when you're not. Take a ↓1 on all Persuasion Skill Tests unless you're using the Truth Specialty.

Idolizer

You have something of a hero-worship complex. The hero you cherish and follow might be one of your teammates, or it might be one of the heroes of the many Cybertronian wars. It could even be one of the Primes or even a Titan. Your Willpower Defense is 9 + Smarts.

Impulsive

You are reckless and rash, taking that shot at the lead Decepticon when your mission is only supposed to be reconnaissance. No matter the circumstances, you never gain the benefits of Surprise. Additionally, take a ↓1 on your first Skill Test after you roll Initiative.

Mode Attachment

You are deeply uncomfortable in one of your Modes. When you choose this Hang-Up, choose either Bot Mode or one of your Alt Modes. When converting into the selected mode, you must make a Technology Skill Test when converting against a DIF equal to 10 + half your level (rounding up). If you fail, you can't change forms that turn, and the action is lost.

Skeptical

You are an objective observer, and concepts such as hope and inspiration don't impact you. You gain no benefits when an ally uses Lend Assistance on you.

Subordinate

You are most comfortable knowing your specific place in the chain of command, even if it is at the bottom. You often struggle to make your own decisions without receiving orders from a superior. Take a ↓1 on any Skill Test that is not directly related to your mission as stated.

Treacherous

You are untrustworthy, unreliable, and everyone knows it. You can never use the Lend Assistance action, not because you don't want to, but because no one accepts your help.

Vainglorious

You are pompous and self-important, and your reputation and good looks take precedence over being effective (though this does not necessarily mean you are ineffective). On your first turn, after you roll Initiative, you must spend your Standard action delivering a speech to your enemies or preening and chest-thrusting.

Violent

You are eager for war and seek to be in the center of conflict. Any Skill Test you take during combat that is not explicitly related to said combat takes a ↓1.

Whimsical

You don't take anything seriously and like to focus on lighthearted fun and playing tricks on your friends. Whenever you make an Infiltration Skill Test that is not "just for fun" you take a ↓1.

ORIGINS

When the Allspark forges a new Cybertronian, it gives them shape and sentience. The form they take (their Chassis) dictates their size, Alt Mode, and inherent abilities. An old outlook believed a Cybertronian's Chassis also indicated their function, with Cybertronians cast into roles upon creation that they rarely broke from. Disagreements over this philosophy and inequality based on Chassis lead to the Cybertronian Civil War.

Although the Decepticons trace their lineage to the descenters who fought for representation, corrupt leadership turned the rebels into power hungry dictators. The Autobots may be fighting the Decepticons, but they are not against the causes of the Civil War. The war ravaged the planet. They are fighting for survival.

Not every Cybertronian joins the conflict and chooses sides, becoming an Autobot or a Decepticon. However, those passionate about the rights of sentient beings, or tempted by rulership and power, nearly always do.

Most Cybertronians come from Cybertron itself or one of its colony worlds. Even those created thousands of years ago on a distant planet typically still see themselves as Cybertronians primarily, with their colony home or the world they fled to a secondary aspect of their identity. With the Allspark no longer on Cybertron but hidden somewhere in the universe, new Cybertronians are a rarity.

CHOOSING YOUR ORIGIN

Cybertronians are almost never native to Earth. Refugees on that planet spend time and energy understanding the ways of this very different world, hiding among its biological inhabitants. You could be settling into your new home, looking forward to your next move to a new world, or hopeful to one day return to Cybertron. In any case, as long as you're on Earth, you need to blend in. One of the keys to going unnoticed is your Origin.

Your Origin focuses on your Chassis and how it affects your character in Bot Mode and Alt Mode. Although your Chassis impacts your Alt Mode options, freedom to define your Alt Mode -and your Bot Mode- exists within any given Chassis. Whatever you choose, your Alt Mode indicates what you first imprinted upon when you arrived on Earth, and represents the way in which you learned to interact with Earth culture and technology.

Currently, Cybertronian warfare takes place nearly entirely on planet Earth, justifiably to the chagrin of its inhabitants. Optimus Prime arrived on Earth originally with only a small contingent of Autobot loyalists. Since he put out the call across the universe for lost and drifting Autobots to come help destroy the evil forces of the Decepticons, new Cybertronian allies (and enemies) travel to Earth to join the fight.

Althoug'h the average Cybertronian overpowers the average human, humanity's military forces could swarm and devastate the small number of Cybertronians on their planet. As a result, Autobots and Decepticons must learn to disguise themselves as the sort of technology understood and accepted on this planet. They most often choose an Alt Mode similar to their Cybertronian chassis, but when they don't, they choose it based on their personality.

Whatever you choose to be, your Origin affects your character's traits, including how you fight Decepticons.

Imagine the kind of Autobot you want to create. Your Origin helps shape your character into the Cybertronian you want to play, and can add abilities that might not otherwise be accessible to your Role.

Converting Between Modes

Your Origin offers two suites of powers: Bot Mode and Alt Mode. You only have access to the benefits of your current Mode, so it's important to establish what Mode you're in at the start of a session and before changing scenes. Changing between Modes, called Converting, is a Standard action.

When in Bot Mode, you are slower but have the fine motor skills of a typical human (although you can only use tools and equipment made for your mighty hands of steel). Conversely, your Alt Mode improves your velocity and ability to get around, allows you to transport a crew of humans, and can be used to ram into enemies and obstacles. However, you can only accomplish tasks allowed by your Alt Mode's less articulated shape.

Origin Traits

Each Origin described below includes traits that define the characteristics of that Origin and its Alt Mode Chassis.

Essence Score Increase

Every Origin grants one Essence Point to either a single designated Essence or a choice of Essences. This new Essence Increase grants a Skill Point, as per usual, but the Origin either dictates where the Skill Point goes or gives a few options for you to customize your character.

Origin Skill

This skill or list of options determines where your Essence Increase's Skill Point can be invested. If you already have a rank in the Skill you wish to invest in, you may increase it or gain a Specialization. See more about Specializations in **Chapter 6: Essence Scores & Skills**.

Starting Health

Your Origin's training determines your character's starting Health, with hardier Chassis beginning play with more Health. Your Health can be increased by ranks in the Conditioning skill in the Strength Essence, as well as by other Perks.

Fitting In

Standard Cybertronian characters are Large Size in Bot Mode and Long Size in Alt Mode (see the size chart on p. 155). If a character changes size and can no longer fit in their space in the map, they must use the Momentarily Acting Smaller rules (see p. 158) or, at the GM's discretion, they may not convert at all if there is no room for them.

Languages

All Cybertronians are fluent in Cybertron's indigenous language, Cybertronian. However, a Cybertronian has limited use on adventures across planet Earth. Therefore, Cybertronians who live on Earth quickly learn at least one Earth language based on the languages they were exposed to. This is called their Adopted Earth Language. Although generally a Cybertronian adopts the most common language in the area of Earth they first infiltrated, this doesn't have to be the case. There are also Roles, Skills, and Perks that provide additional language options.

Origin Benefit

The physiology of a Chassis is what sets it apart. Your Origin Benefit gives a Perk that represents an advantage inherent to your physical build shared by characters of your Origin. Some Origin Benefits only apply to one of your Modes. Others apply to all. The Origin Benefit indicates what Modes it applies to.

Filling In The Driver's Seats

When a Cybertronian's driver would be visible to onlookers, rather than appear to be a self-driving vehicle, they can project a basic hologram of a human in a driver's seat. This human is based on an image stored in their optics bank, which sometimes leads to embarrassing situations where the basis of the hologram or someone who knows them recognizes the driver. More embarrassingly, sometimes Cybertronians accidentally project a celebrity they saw in the media. No Cybertronian wants to deal with their picture appearing under headlines about the President of France seen driving a sports car through Portland. To avoid such a gaffe, Cybertronians tend to familiarize themselves with Earth's popular culture. This often leads them to adopt human hobbies.

Bot Mode Statistics

The following rules apply only when you're in your Bot Mode.

Bot Mode Movement

Your Origin's Bot Mode Movement determines how far you can move as a Move action in Bot Mode. This always differs from the Alt Mode Movement your Origin grants.

Bot Mode Size

Your Size Class in Bot Mode. If you have a choice of multiple sizes, pick one now. Once you've picked the size of your Chassis, you can't change it later unless a Perk lets you do so. For Common sized characters, the Common Size Class covers creatures between 4' to 8' tall. Common sized Cybertronians tend to be close to the upper limit of the Size Class.

Alt Mode Statistics

The following rules apply only when you're in your Alt Mode.

Alt Mode Movement

Your Origin's Alt Mode Movement determines how far you can move as a Move action in Alt Mode. Alt Mode Movement is always either faster than your Bot Mode Movement, a different category of Movement, or both. If the Origin lists multiple Alt Mode Movements separated by "or", pick one now. Once you've picked your Alt Mode Movement, you can't change it later unless a Perk lets you do so. If the Origin lists multiple Alt Mode Movements separated by "and", your character has both in Alt Mode.

Alt Mode Size

If your Alt Mode has a choice of Sizes, you must choose the Size Class that corresponds to your Bot Mode.

GMs are encouraged to be flexible when players define their Alt Mode. Most Alt Modes are Long, meaning 8 to 10ft. That's an unusually long motorcycle, but a very short pickup. Players shouldn't be forced to choose a Common or Extended Chassis (a much more limited range of Origin options) just because the real world equivalent is a few feet off of the footprint of the Size Class.

Crew

Most Alt Modes emulate Earth vehicles, which typically require one or more human operators. Cybertronians operate themselves, but because their Alt Modes help them blend in, they include unnecessary crew compartments. One advantage is that it gives Cybertronians space for human passengers.

The Alt Mode statistic indicates how many Common creatures fit comfortably inside. A single passenger can be designated the Driver. The Driver can Lend Assistance on actions that require Driving Skill Tests if they have ranks in that Skill. Your Integrated Hardpoint weapons and equipment are usable by the embarked Crew.

Unless otherwise noted, you have no Crew capacity in Bot Mode. If you are carrying Crew when you Convert into Bot Mode, they immediately disembark using the rules on page 165. Although some Alt Modes can transport vehicles and other Cybertronians in their Alt Modes (like Ultra Magnus' trailer) Cybertronians don't count as Crew.

Firepoints

Embarked Crew can fire their own weaponry if they have access to a Firepoint.

Special Attacks

Alt Modes have a maneuver that lets them use their mass to knock into or knock over a target. For Chassis with Ground or Aquatic Movement, this is a Ram attack. For Chassis with Aerial Movement, this is a Flyby attack. You can attack a target by driving your Alt Mode into them at high velocity. Doing so is part of the Move action to drive the vehicle, requires a Driving Skill Test to hit the target, and the vehicle must move at least 10ft on its turn first. This is an attack, so modifiers like Size Class apply.

You can use your Ram attack to either knock your target over or deal 1 Blunt damage. For every full Size Class above Large (Huge, Gigantic, Towering, etc, but not Long, Extended, etc), your Ram attack deals 1 additional Blunt Damage.

Defining Your Alt Mode

Your Origin gives you the rules for your Chassis, but you decide what your character turns into. Is your Champion a sports car you'd find on the streets of an affluent neighborhood, or a race car complete with a racer number and sponsors? Your Monolith could be a truck and trailer, or a bulky muscle car reinforced with armor plates and military grade weapons on display like you're riding into the apocalypse.

You don't need to limit yourself to vehicles, either. Perhaps your Seeker turns into a giant eagle like something out of a fantasy novel. Keep in mind, future **Transformers Roleplaying Game** releases will focus on beast modes better than those presented here. Still, don't let that stop you from using the Origins available to bring your idea to life.

Work with your GM to make sure your idea works with their campaign. They might want to emphasize that you're robots in disguise, making Alt Modes like a UFO or dinosaur stand out. But unless there are reasons important to the campaign to reject an Alt Mode idea, GMs are encouraged to let their players' imaginations run wild.

What About Beast Modes?

Traditionally, Cybertronians convert into vehicles, objects, or animals. However, unlike vehicle and object Alt Modes, the earliest examples of animal Alt Modes, such as Ravage and Laserbeak, the Insecticons, or the Dinobots, took the shape of an animal, but were clearly still robots.

As mentioned earlier, future **Transformers Roleplaying Game** releases will flesh out other Alt Modes. For now, when defining your Alt Mode (or even your Bot Mode), you can choose an animal shape and follow the same rules. Optionally, if you'd like to differentiate an Animal Alt Mode from a Vehicle Alt Mode, you can reduce your Alt Mode Movements and ignore the Limited Articulation drawback. As always, when going outside the presented rules, work with your GM to find a solution you both feel is fair and balanced, and be open to revising your house rules if they present issues.

CHASSIS SELECTION

Choose one of the following Chassis as your character's Origin.

ORIGIN	SUMMARY
Champion	Champions move faster than anything else on four wheels and look good doing it.
Cutter	As seacrafts, Cutters excel on water, whether riding down river or out on the high seas.
Lookout	Experts at not bringing attention to themselves, Lookouts truly embody being robots in disguise.
Monolith	Monoliths have the biggest Alt Modes, which they use to throw their weight around.
Outrider	Whether on the highway or offroad, nothing slows an Outrider down.
Rainmaker	Rainmakers live up to their name by filling the sky with munitions.
Seeker	Masters of the sky, Seekers emulate Earth's fastest aircrafts.
Support	Bulky and grounded, a Support helps those in need.

Champion

Sports cars, luxury sedans, even limousines, you chose an Alt Mode that is sleek, fancy, and cool. Although you have a reputation for being egotistical, others can't help but gravitate toward your beauty. As a Champion, you may be ideal for leadership, well-spoken and witty, or so full of yourself that others don't take you seriously.

Examples of Champion characters: Blurr, Jazz, Sunstreaker

Essence Score Increase: Increase your Social Essence by +1

Origin Skill: Your flashy exterior makes a great impression to others, allowing you an increase to your Persuasion or Streetwise Skill, using the Social Essence Score Increase above.

Starting Health: 3

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Social you possess.

Origin Benefit: I Know A Bot

You have friends in high places. You have friends in low places, too. Whether they are Cybertronians, Earthlings, or some other alien peoples, you make friends wherever you go. You can spend an Energon Point to declare that you have a previously positive relationship with an NPC. This can be an enemy. Although this is not likely to change their objectives, they may still go easy on you or secretly help you with one of your goals.

Champion Bot Mode

Movement: 40ft Ground

Size: Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Champion Alt Mode

You gain the following additional or alternate benefits when you convert into your Alt Mode.

Movement: 60ft Ground

Size: Long

Crew: 2

Firepoints: 2

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Cutter

Aquatic, amphibious, and submersible, when a situation calls for a Cutter, no other Chassis will do. From battling Decepticons at sea to searching the depths of underground rivers for Energon, you have a reputation of being quirky and only comfortable at sea.

Examples of Cutter characters: Broadside, Depthcharge, Seaspray.

Essence Score Increase: Increase your Strength Essence by +1

Origin Skill: As a Cutter, you've trained to navigate the waters with force, giving you an increase to your Athletics or Might Skill, using the Strength Essence Score Increase above.

Starting Health: 3

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Smarts you possess.

Origin Benefit: Surface Invasion

Once per scene, after Moving in your Alt Mode, you can Move an additional 10ft Ground Movement. If you do, you can also make a single attack as a Free action with the benefits of Surprise, even if this isn't the first turn of Combat.

Cutter Bot Mode

Movement: 30ft Ground, 30ft Water

Size: Common or Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Cutter Alt Mode

Movement: 45ft Aquatic

Size: Common or Long

Crew: 2

Firepoints: 2

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Lookout

You take infiltration to another level. Focused on spycraft, theft, and reconnaissance, you put yourself at great risk to gain invaluable information on enemy plans. These duties often put you in similar battlefield roles as the Outrider. Like the Outriders, you make an excellent scout, but many consider you to be less trustworthy due to your more duplicitous nature. The truth is that you're often friendly and fun, with a strong sense of humor. Despite their shady practices, they get a lot of mileage out of their charm and can win over the steeliest of hearts. Your Alt Mode can appear as nearly any vehicle or piece of equipment, though rarely a large one, usually nondescript and functional. If your Alt Mode isn't a vehicle, you deploy emergency jets to fly off. Your flight may not be as fast as when you're on the ground, but it's more maneuverable.

Examples of Lookout characters: Bumblebee, Mirage, Blaster

Essence Score Increase: Increase your Speed Essence or Social Essence by +1

Origin Skill: Your training as a Lookout has taught you to lay low while gathering information, and it gives you an increase to either your Finesse, Infiltration, Deception, or Streetwise Skill. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health: 2

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 2 points of Social you possess.

Origin Benefit: Look Out!

You gain a +2 bonus to Evasion and can defend with Evasion even if you're unaware of an attack.

Lookout Bot Mode

Movement: 30ft Ground

Size: Common

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Lookout Alt Mode

Movement: 45ft Ground or 20ft Aerial

Size: Common

Crew: 1

Firepoints: 1

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Monolith

You disguise yourself as the biggest, toughest, and most impressive vehicle you can find, from vans and sports utility vehicles to big rigs and military trucks. Built for battle, you use your power to lay into the enemy, and your bulk to protect your friends. Many of your kind are gentle giants, and others become soldiers, bodyguards, or selfless leaders. While you have a reputation for being slow and meandering, no one ever doubts the impact you'll make when you arrive.

Examples of Monolith characters: Bulkhead, Ironhide, Optimus Prime

Essence Score Increase: Increase your Strength Essence by +1

Origin Skill: As a Monolith, you are strong and powerful, giving you an increase to either your Brawn or Might Skill.

Starting Health: 4

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Smarts you possess.

Origin Benefit: Large And In Charge

Cybertronians, like humans, often conflate size with authority. Choose a Social Skill. You gain ↑1 on Skill Tests with that Skill if the target is smaller than you.

Monolith Bot Mode

Movement: 20ft Ground

Size: Huge

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Monolith Alt Mode

Movement: 45ft Ground

Size: Extended

Crew: 6

Firepoints: 4

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (2 Blunt Damage, Trip)

Outrider

Adventurous by nature, you are a natural explorer capable of navigating the most challenging terrain and tracking down enemies, traps, and rare materials. You prefer all-terrain vehicles, including four-wheel drive, SUVs, and even the occasional amphibious vehicle. Despite not being the most durable of warriors, you have a reputation for being quick on your feet and impossible to pin down.

Examples of Outrider characters: Brawn, Hound, Trailbreaker

Essence Score Increase: Increase your Smarts Essence by +1

Origin Skill: Your experience in exploring the world around you has given you an increase to either your Alertness or Survival Skill. This skill training must be in the Essence taken in your Essence Score Increase.

Starting Health: 3

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Smarts you possess.

Origin Benefit: Take Point

You never suffer the negative effects of Rough Terrain, and on any turn in which you end your move in Rough Terrain, you are considered to be in Cover until the beginning of your next turn.

Outrider Bot Mode

Movement: 30ft Ground

Size: Common or Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Outrider Alt Mode

Movement: 45ft Ground

Size: Common or Long

Crew: 2

Firepoints: 2

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Rainmaker

You are built for one thing: war. Your Alt Mode is most likely a military vehicle packing massive firepower. However, it is not unheard of for those of your kind to choose a less obtrusive Alt Mode that is still bristling with shoulder-mounted cannons and torso-mounted missile launchers in Bot Mode. Whether aggressive or simply defensive, no one wants to get on the wrong side of you.

Examples of Rainmaker characters: Hardhead, Omega Supreme, Roadbuster

Essence Score Increase: Increase your Speed Essence by +1

Origin Skill: Your war training has helped you learn the strategies of offensive maneuvers, giving you an increase to either your Initiative or Targeting Skill.

Starting Health: 4

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Smarts you possess.

Origin Benefit: The Fiercest Among You

You have an additional Reinforced Integrated Weapon Hardpoint. Additionally, at 1st level you are trained to use Machine Guns, at 7th level you are trained to use Heavy Machine Guns and Rocket Launchers, and at 14th level you are trained to use Artillery Cannons and Missiles.

You suffer a Snag on Skill Tests to blend in.

Rainmaker Bot Mode

Movement: 30ft Ground

Size: Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Rainmaker Alt Mode

Movement: 45ft Ground

Size: Long

Crew: 2

Firepoints: 2

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Seeker

More common among Decepticons, your chosen Chassis is the rarest seen among Autobots. Aerial superiority provides you an incredible tactical advantage, but at the expense of subtly. Every nation on Earth carefully monitors its air space, dealing with unidentified flying objects immediately and efficiently. However, despite this risk, the allure of taking to the sky makes many landbound Cybertronians jealous of your freedoms.

Examples of Seeker characters: Jetfire, Powerglide, Windblade

Essence Score Increase: Increase your Speed Essence by +1

Origin Skill: Your experience in flight has given you an increase to either your Acrobatics or Driving Skill.

Starting Health: 3

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 3 points of Smarts you possess.

Origin Benefit: Hover

When flying in Bot Mode, you don't have to move on your turn.

Seeker Bot Mode

Movement: 30ft Ground and 30ft Aerial

Size: Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Seeker Alt Mode

Movement: 60ft Aerial

Size: Long

Crew: 2

Firepoints: 0

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Flyby (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

Windblade

Cool Your Jets

"Pathetic fools! You think just because you have mimicked the jet fighters of Earth that you should be their equal, let alone the equal of Starscream, Lord of the Decepticons? You dull, bumbling blimps will never reach the elegance and velocity of a true Seeker! Now bow down before your righteous leader!"

You may wonder why you can't reach the speeds of a fighter jet, even though your Alt Mode resembles one. The fighter jet that Starscream, the most famous Seeker, is modeled after is capable of speeds upward of Mach 2. If your character traveled Mach 2, you could travel more than 2000 5ft squares on a battlefield every turn! Going Mach 2 is impractical in terms of the Transformers Roleplaying Game, but if you want to build one of the fastest possible characters in the game, the Seeker Origin starts you on the right path.

Support

Like the structures you're named after, Supports prop others up. Though you don't tend to participate in the fighting actively, you brave the thick of battle in the name of helping your allies. That said, like any Cybertronian since the war broke out, you typically carry a weapon at all times and know how to use it. You're likely to choose Alt Modes that let you assist humans in emergencies between missions, like ambulances, rescue helicopters, fire trucks, and bulldozers.

Examples of Support characters: Grapple, Inferno, Prowl

Essence Score Increase: Increase your Smarts Essence by +1

Origin Skill: As a Support, your technological know-how helps you help others, earning an increase to either your Science or Technology Skill.

Starting Health: 4

Languages: Cybertronian, Adopted Earth language, plus one additional language for every 2 points of Smarts you possess.

Origin Benefit: In Case of Emergency

You have two additional Internal Hardpoints (Non-Weapon) and may choose to begin play with two attached options from the Support Equipment list. See **Chapter 8: Equipment** for the list of Support Equipment.

Support Bot Mode

Movement: 30ft Ground

Size: Large

Fine Motor: The additional joints and opposable digits gained in Bot Mode allow you to use tools and manipulate objects in ways that are impossible in your Alt Mode.

Support Alt Mode

Movement: 45ft Ground or 30ft Aerial

Size: Long

Crew: 2

Firepoints: 2

Limited Articulation: For all its advantages, this aerodynamic shape limits how easily you interact with the world around you. You cannot use Skills that require articulation or precision, such as Athletics and Finesse.

Special Attack: Ram (Driving): Driving Skill, Range Reach (1 Blunt Damage, Trip)

05

ROLES

Since before the Cybertronian Wars, Cybertronians fit into roles in their society. Despite the war starting as a means to end the predeterminism of this stratification, it necessitated the citizenry fall into military Roles rather than social classes.

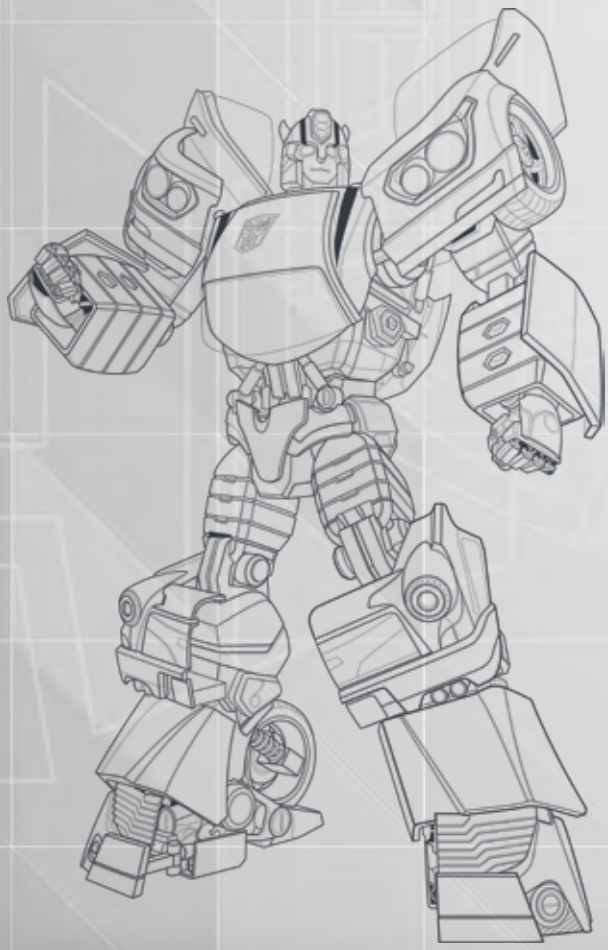
An Autobot's Role on the team defines how best they can impact the battle against the Decepticons. Do they prefer the comfort of a lab, or only engaging with the enemy through a spyglass? Do they take the lead, making the tough decisions they know might cost the team valuable resources? Or are they primarily combatants, throwing their metal around to fight off the enemy?

ROLE OUT

ROLE	DESCRIPTION
Analyst	Everything is data and code that just has to be processed. Their processing power grants allies an advantage and opens up new outlets for victory.
Field Commander	The orders and assistance given on the battlefield motivate allies to fight their best. They inspire new actions and make opportunities for them with their efforts.
Gunner	A walking arsenal with the aim to take full advantage of it. Foes can't hide behind cover for long, their aim can still find its mark even if it misses initially.
Modemaster	A standard Chassis isn't enough for a Modemaster, either adopting an additional Alt Mode or housing a Minicon ally on their frame.
Scientist	An intimate knowledge of science is vital for a Cybertronian, especially given they're made of technology. The Scientist doubles as an engineer with an understanding of fundamental mechanics.
Scout	Someone has to move ahead to see what comes next, and the Scout does it with little hesitation. If a mission needs to get somewhere quiet and hidden, send in a Scout.
Warrior	The Warrior stands tall and charges into battle with boldness like no other. However, if they become injured, they harness abilities that keep them fighting and standing until help arrives, or they can defeat their foes themselves.

Role Overview

The entries below describe the seven roles available to play. Each section gives an overview of the Role, some Transformers character examples, your starting Role Perks, Focus options, and Role Perks beyond 1st level.



At 1st level, each character gets several starting Role Perks.

- A Cybertronian Perk based on either creative Mode Conversion or a way to spend Energon (see Chapter 6);
- Two Essence Points and the Skills essential to that Role to invest your Skill Points in;
- Equipment training, including Armor Upgrades and Weapons;
- "For the Allspark" a suite of benefits shared by all Autobots;
- Two Role Focus options to refine your character with an additional Essence Point.

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment.
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

ANALYST

Sensors and processors: the two things that Analysts say win wars. A comprehensive understanding of a situation can be the difference between success and failure. Verifiable knowledge before, during, and after a battle increases its odds of success.

Often employed as communications specialists or negotiators and fixers, Analysts are masters of acquiring and manipulating information and intelligence. This road may be less focused on combat, but that doesn't make it less dangerous.

Cybertronian Examples

The following Autobots exemplify being an Analyst:

- Hubcap
- Jazz
- Mirage

Fact Finders

The most powerful weapon an Analyst can have is data. In data lies truth, with no obfuscating spin, pride, or emotion. Analysts enter the field on fact-finding missions, gathering intel about or from enemy operatives. They return to their labs to process the data, determining threats known and unknown. Then they venture out again to uncover the unknown.

Relay Stations

Armor protects individuals, and bases protect positions, but encryption protects data. Analysts struggle to find the balance between message encoding that can't be cracked by enemies who intercept it, but is simple enough that any soldier on their side can decode it. Another reason Analysts deploy is to have someone to decipher secret messages from headquarters, and to relay intel back to superiors without having to carry information off the battlefield.

TABLE 5-1: ANALYST

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Analyze Target, Informed Accuracy, Unsurprising	—	1	1	—
2nd	Data Analyst	—	—	1	—
3rd	Focus Perk	—	—	—	1
4th	General Perk	—	1	—	—
5th	Determine Probability	—	—	1	—
6th	Focus Perk	1	—	—	—
7th	Quick Study	—	—	—	1
8th	General Perk	—	1	—	—
9th	Pinpoint	—	—	1	—
10th	Focus Perk	—	—	—	—
11th	General Perk	—	—	—	1
12th	Postmortem Interrogation	1	—	—	—
13th	Target Breakdown	—	1	—	—
14th	Psychoanalyst	—	—	1	—
15th	General Perk	—	—	—	1
16th	Just the Facts	—	1	—	—
17th	Focus Perk	1	—	—	—
18th	Swift Study	—	—	1	—
19th	General Perk	—	—	—	1
20th	Focus Perk	—	—	1	—

Efficient Loadout

Analysts aren't known for their ability to carry a heavy load, or the wide range of weapons they employ. Instead, they practice ritually to master small but reliable light weapons. An Analyst with a knife can be as dangerous as a Gunner with a heavy machine gun.

Starting Role Perks

For the Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Work The Numbers: At the beginning of every round of combat after the first, you can spend an Energon Point to move a creature in the combat up or down one place in the Initiative order. For example, Astrotrain rolled a 16 for Initiative, going first in a combat that also includes Hubcap, an Analyst who rolled 14 Initiative and therefore goes second, and Hoist, who rolled a 3 and is going third. At the beginning of Round 2, before anyone has gone, Hubcap could spend an Energon Point to move himself up in initiative order, going first regardless of how much higher Astrotrain's Initiative result was. Hubcap could instead move Hoist to second in Initiative order, even though Hubcap's Initiative result was 11 higher than Hoist's.

Training

Essence Increase: Increase your Speed Essence and your Smarts Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Alertness, Finesse, Infiltration, Initiative, Science, and Technology. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Standard Armor Upgrades.

Weapons: You are trained in one-handed weapons, including weapons that can be used one or two-handed.

Focus

Choose one of the two areas in which your Analyst excels: **Manipulator**, who uses misdirection and holograms to outwit enemies, or **Spec Ops**, who are surprisingly dangerous yet mild-mannered Cybertronians.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Analyst benefits. Your Analyst Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Analyze Target

You see the enemy as walking datafiles of valuable information. As a Standard action, make an Alertness Skill Test against the Willpower or Cleverness of a Target you can see. On a success, you can learn a valuable piece of information of your choice about them, such as their Rank in a specific Skill, or a Defense score.

Informed Accuracy

To know your enemy is to know their weakness. When you attack a creature that you've used Analyze Target on in this combat, you gain ↑ on the attack equal to the number of times you used Analyze Target on them.

Unsurprising

Odds are low that you get caught off guard. If you would be Surprised, you instead can act, but treat your Speed score as though it were equal to your level (up to your actual Speed score). For example, at 1st level, when Surprised, you act as though you have Speed 1, meaning you can only take a Move or Standard action. If at 10th level you have 9 Speed, you act normally when Surprised, and are able to take a Move action, Standard action, and 7 Free actions (not 8, like a Speed 10 character).

Perks Beyond First Level

Data Analyst

You're so comfortable working a computer, you wish you weren't this good so it would last longer. At 2nd level, you gain an Edge on Science and Technology Skill Tests related to extracting or processing data, such as hacking into an enemy computer. If extracting or processing the data normally takes 2 Rounds or longer, it takes you half as much time.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Determine Probability

Given all of the information available, you process your likelihood of success. At 5th level, once per turn, instead of using a Standard action that requires a Skill Test, you can use a Free action to run a simulation in your head of you using that Standard action. Roll the Skill Test as though you were actually attempting that Skill Test. If this simulated Skill Test succeeds, you can use your Standard action to use the results of the simulated Skill Test instead of making another Skill Test. On a failure, you can ignore the results and use your Standard action differently. For example, on an investigation, Nightbeat gets into a fight with Scorponok. He suspects he's outmatched by the towering beast, but he decides to take a moment to work out his odds. As a Free action, he rolls a Targeting Skill Test as though he were attacking Scorponok with his blaster. He gets a result of 26, almost the highest result he could roll. It doesn't beat Scorponok's Toughness. Nightbeat decides not to use a Standard action to accept those results and instead uses it to convert into a sports car, and uses his Move action to get as far away as fast as he can.

Quick Study

You've been at this long enough to know what to look for. At 7th level, using Analyze Target is a Move action or a Standard action.

Pinpoint

Even Cybertronians have soft and vulnerable spots. At 9th level, when you use the Aim action, instead of ↑1 on your shot, you can choose to ignore one of the target's Armor Upgrades for each Free action you spend Aiming.

Postmortem Interrogation

Downed bots have tales to tell. At 12th level, once per scene, you can extract information from a Defeated Cybertronian. Roll a Science or Technology Skill Test against a DIF equal to the target's Level or Threat Level. On a success, you can ask the GM a question. The GM must answer the question truthfully, but from the Defeated Cybertronian's perspective. You can ask another question for every 5 by which your results exceed the DIF.

Target Breakdown

You share intel as quickly as you gather it. At 13th level, you can spend a number of Free actions equal to the number of times you used Analyze Target on a target to give an ally ↑ on an attack against that target equal to that number.

Psychoanalyst

Brains, whether Cybertronian or organic, are just sophisticated processors. And you know processors. At 14th level, as a Standard action, you can roll a Science or Technology Skill Test against the Willpower or Cleverness of a target who can hear you. On a success, the target suffers a Stun 2 effect.

Just the Facts

You can smell a liar from a light-year away. At 16th level, you become Immune to Deception Skill Tests from creatures your level or lower and Resistant to Deception Skill Tests from creatures higher level than you.

Swift Study

You can barely glance at a target yet know everything you need to about them. At 18th level, using Analyze Target is a Free action. You can use any number of Free actions on Analyze Target in a single turn, but you can only target one creature per turn.

Analyst Focus Options

The two Analyst Focus Options are detailed below:

- Manipulator, blurring the line between perception and reality;
- Spec Ops, a special operative who takes on deep cover missions.

Manipulator

By making enemies question their senses, themselves, and even reality, Manipulators create openings for allies.

Essence Increase: Increase your Social Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Deception, Persuasion, or Streetwise

TABLE 5-2: MANIPULATOR FOCUS

LEVEL	PERK
1st	Diversion
3rd	Holo-Projector
6th	In My Sights
10th	Holographic Doubles
17th	Electro-Disruptor
20th	Vanish

DIVERSION

You put enemies in a lose-lose situation. Roll a Deception, Intimidation, or Persuasion Skill Test against a target's Willpower or Cleverness as a Standard action. On a success, if they attack you on their next turn, they suffer a Snag. If they don't attack you, your allies gain an Edge on attacks that target them. This lasts until the end of the next round.

HOLO-PROJECTOR

Well-aimed light can trick the eye into believing in images that aren't there. At 3rd level, as a Move action, you can create a holographic image within 20ft of you until the end of your next turn. You gain an Edge on a Deception Skill Test, as long as the target of your Skill Test can see your holographic image and you use it to create a believable but confusing situation, per the GM's discretion.

IN MY SIGHTS

At 6th level, when you use the Aim action, instead of gaining ↑ on your attack, you can announce to the target that you're aiming at them. You suffer ↓ on your attack equal to the number of Free actions you spent aiming (maximum ↓3) but your allies gain that amount of ↑ on their attacks or the benefits of Pinpoint.

HOLOGRAPHIC DOUBLES

At 10th level, as a Standard action, you can create a Holographic copy of yourself adjacent to you. Once activated, you can spend a Free action to create an additional Holographic double, until you run out of unoccupied adjacent spaces. Attacks that target you suffer ↓1 for each Holographic double. One Holographic double disappears whenever you're unsuccessfully attacked, and whenever you roll a Skill Test. Otherwise, they last until the end of the scene.

ELECTRO-DISRUPTOR

You scramble the senses of a fellow Cybertronian. At 17th level, you can use a communication device or Limited Communication Kit to hack a bot's brain. As a Standard action outside of Combat, roll a Technology Skill Test against the Willpower or Cleverness of a creature within range of the communication device (which is usually at least a mile) that you can see (either through surveillance equipment or with your own sensors). On a success, the target becomes Mesmerized by you or an ally of your choice that they can see for the remainder of the scene.

VANISH

Turning your holo-projector around, you make yourself disappear. At 20th level, you can turn Invisible as a Move action. This lasts until the end of the scene, you successfully attack a target, an enemy successfully attacks you, or you end the effect as a Free action.

Spec Ops

Spec Ops gain an enemy's trust and exploit it, whether that means having a friendly chat over a bottle of Visco or infiltrating a criminal organization for years.

Essence Increase: Increase your Social Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Deception, Persuasion, or Streetwise.

TABLE 5-3: SPEC OPS FOCUS

LEVEL	PERK
1st	Unassuming
3rd	Target Vulnerability
6th	Whisper Campaign
10th	Exploit Trust
17th	Opportunist
20th	Precision

UNASSUMING

What's not to trust? You gain ↑1 on Deception and Infiltration Skill Tests. Additionally, you're Qualified with all one-handed Limited Weapons.

TARGET VULNERABILITY

You quickly assess the best way to overcome an enemy. At 3rd level, when you Attack with a one-handed weapon, you can also attempt an Alertness Skill Test against a target's Willpower or Cleverness. On a success, your attack deals 1 additional damage.

WHISPER CAMPAIGN

The more controversial the statement, the harder you make it seem like you said it. At 6th level, when you attempt a Social-based Skill Test, designate an adjacent creature. If you fail the Skill Test and there are negative consequences for failure, such as a loss of trust, you can try to have the consequences affect the designated creature instead. If the creature resists, roll a Contested Skill Test between your Deception and their Persuasion. You gain an Edge on this roll.

EXPLOIT TRUST

It's always the one you least suspect. At 10th level, when you attack a Surprised character, or if you attack a target outside of Combat, you gain an Edge on the attack and deal 1 additional damage. If you've used Target Vulnerability on your target, this additional damage stacks.

OPPORTUNIST

You take advantage of vulnerable enemies. At 17th level, when you successfully attack a Stunned target, you extend the Stun effect by 1 round.

PRECISION

Excellence comes naturally to you. At 20th level, you succeed with a high degree of success on attacks if your result exceeds your target's Defense by 10 or more, instead of when your result doubles the target's Defense.

FIELD COMMANDER

Navigating battlefields is no easy task, and it can be even more difficult when bumping into allies. War calls for confident leaders with tactical minds who can manage a dangerous situation while keeping others safe. Field Commanders learn to move tactically, with a drive to achieve their goals without sacrificing their forces. A quintessential leader, the Field Commander excels equally in combat and diplomacy.

Cybertronian Examples

The following Autobots exemplify being a Field Commander:

- Optimus Prime
- Pyra Magna
- Sentinel Prime

Trusting and Trustworthy

A Field Commander isn't about calling the shots for the benefits of being in charge. Field Commanders support the soldiers under their charge, sacrificing themselves in the name of others. When Cybertronian battles spill onto other planets, Field Commanders make it a priority to minimize the impact of their war.

Snap Decisions

When other Autobots look to their leaders, the best Field Commanders have answers and orders for them. Because wars are won in kliks and nano-kliks, Field Commanders know that a good enough answer now matters more than the perfect answer later. Execution happens together, and the Field Commander is there to help everything go smoothly.

TABLE 5-4: FIELD COMMANDER

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Issue Command, Prepare for War	1	—	—	1
2nd	Irrefutable Order	—	—	—	1
3rd	Focus Perk	—	1	—	—
4th	General Perk	1	—	—	—
5th	Synch Up	—	—	—	1
6th	Focus Perk	—	—	1	—
7th	Stoic	—	1	—	—
8th	General Perk	1	—	—	—
9th	Battle Scan	—	—	—	1
10th	Focus Perk	—	—	—	—
11th	General Perk	—	1	—	—
12th	Hardened	—	—	1	—
13th	Let Cool Heads Prevail	1	—	—	—
14th	The First Rule Of Soldiering	—	—	—	1
15th	Complex Command	—	1	—	—
16th	General Perk	1	—	—	—
17th	Focus Perk	—	—	1	—
18th	Stand Together	—	—	—	1
19th	General Perk	—	1	—	—
20th	Focus Perk	—	—	—	1

Stalwart Anchors

Like a Cybertronian converting between modes, warzones change shape, with the form dictating the function. Field Commanders anticipate the shifting tides of battle and ride to where they can be the most effective.

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests to hide when in Alt Mode, or ↑3 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out**: When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Optimus Prime

Cybertronian Perk

Never Forsaken: Once per scene, when an ally no further away from you than your fastest Movement in your alt mode takes Damage, you can spend an Energon Point to move adjacent to that ally, converting if you need to, and take the Damage instead, even if the attack would not normally penetrate your Defenses.

Training

Essence Increase: Increase your Strength Essence and Social Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Brawn, Deception, Intimidation, Might, Performance, and Persuasion. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Limited Armor Upgrades.

Weapons: You are trained in ballistic weapons and melee weapons.

Focus

Choose one of the two areas in which your Field Commander excels: **Ambassador**, who is a master negotiator and diplomat, or **Strategist**, a tactical combat expert.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Field Commander benefits. Your Field Commander Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Issue Command

Many of your allies trust your commands more than their own instincts. As a Move action, you can issue a command, granting allies who follow your command ↑1 to a Skill Test or +1 bonus to a Defense based on certain circumstances. You set the terms and the bonus allies receive. This bonus lasts until the beginning of your next turn.

Common commands include:

- *Fire*: Allies who attack with ranged weapons gain ↑1 on their Skill Test.
- *Hold Your Fire:* Allies who don't attack with ranged weapons gain ↑1 on an Alertness Skill Test.
- *Hold The Line*: Allies who don't move on their turn gain +1 Toughness.
- *What Is That?*: Allies who roll Smarts Skill Tests to identify "that" gain ↑1 on their Skill Test.
- *It's a Trick:* Allies gain +1 to Cleverness against the target creature's abilities.

The terms of a command need to be specific and tied to an action or a target. "Everyone, do your thing" is not a command. The GM can reject a Command for being too general.

Prepare for War

If you want peace, you need to be ready to fight for it. When you roll for Initiative and you are not Surprised, you gain an Edge on your Initiative Skill Test.

Perks Beyond First Level

Irrefutable Order

Even your enemies respect your authority. At 2nd level, as a Standard action, you can make a Persuasion Skill Test against a target whose level is no higher than yours. On a success, you give the target a one word order, such as "halt" or "flee". As long as the order does not put the target in immediate harm, violate one of the target's core beliefs, and can be accomplished with a Move action, they use their Move action to follow the command to the best of their ability on their next turn.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Synch Up

At 5th level, once per turn when an ally attacks and misses a target within your range, you can immediately attack that target, even though it is not your turn.

Stoic

Your statuesque presence inspires others. At 7th level, as a Move action, you can stand tall for all to see. You take a penalty to Evasion up to -3 and can't defend with Toughness until the beginning of your next turn. Your Allies each gain a number of Free actions equal to the penalty you took to your Evasion on their next turn.

Battle Scan

You assess dangerous situations quickly. At 9th level, when you roll for Initiative, you learn the Threat Levels of every enemy that you're aware of in this combat.

Hardened

As much as you might have resisted it, you've become a better soldier. At 12th level, you become trained in Restricted Armor Upgrades, and gain +1 Health.

Let Cool Heads Prevail

Peaceful negotiations warm your aching processors. At 13th level, outside of combat, when you roll a Social Skill Test with Specialization, you can score a Critical Success with the d2.

The First Rule Of Soldiering

As a veteran of many battles, you know the value of a strong first move. At 14th level, when you roll for Initiative, you can Issue a Command for free.

Complex Command

You've learned to trust your squad with more complicated instructions. At 15th level, when you Issue A Command, you can issue two commands. Each command must have different terms and a different benefit. Allies who meet both terms receive both benefits.

Stand Together

You do everything you can to keep your allies in the fight. At 18th level, once per scene, as a Standard action, you can make a DIF 15 Persuasion Skill Test. On a success, all allies Repair 1 Damage. This is multiplied on a Critical Success or a high degree of success.

Field Commander Focus Options

The two Field Commander Focus Options are detailed below:

- Ambassador, a leader whose best work happens off the battlefield;
- Strategist, a combatant with a mind for strategy.

Ambassador

Wars are won and lost in negotiations, and you intend to win this war.

Essence Increase: Increase your Social Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Deception, Performance, or Persuasion.

TABLE 5-5: AMBASSADOR FOCUS

LEVEL	PERK
1st	Bend A Knee or Stand Tall
3rd	Bah-Weep-Graaaaagnah Wheep Ni Ni Bong
6th	Minimize Casualties
10th	The Right Of All Sentient Beings
17th	Not On My Watch
20th	Martyr

BEND A KNEE OR STAND TALL

Your experience dealing with creatures of all sizes taught you the subtle benefits of your posturing. When in discussion with a creature of a different Size Class, you gain ↑ on Intimidation or Persuasion Skill Tests equal to the number of Size Class differences between you. For example, when the Common sized Bumblebee stands up to the Gigantic Omega Supreme, the little yellow bug's gumption impresses the Autobot's first and last line of defense. Bumblebee gains ↑3 on his Persuasion Skill Test.

BAH-WEEP-GRAAAAAGNAH WHEEP NI NI BONG

You overcome language barriers with the universal greeting. At 3rd level, you can use language-based Skills like Persuasion and Deception even if you and your target don't share a language.

MINIMIZE CASUALTIES

You know that not every Cybertronian fighting against you wants to be your enemy. At 6th level, when you Issue a Command in combat that does not involve harming any creatures, allies who meet the terms of the command receive double the benefits.

THE RIGHT OF ALL SENTIENT BEINGS

At 10th level, if the safety of a non-combatant is threatened during a Combat, you gain an Edge on Skill Tests to protect them until they are out of harm's way. If they are Defeated during the Combat, you gain an Edge on Skill Tests for the rest of Combat.

NOT ON MY WATCH

When all hope seems lost, you have a knack for pulling victory from the jaws of defeat. At 17th level, once per combat, after an enemy successfully rolls a Skill Test without an Edge, you can target them with a Deception, Intimidation, or Persuasion Skill Test. On a success, you force them to roll an additional d20 as though they had a Snag on the Skill Test.

MARTYR

Defeat is not the end of your influence. At 20th level, if you are Defeated in combat, your allies gain an Edge on Skill Tests for the rest of this combat.

Strategist

A tenacious commander whose presence and keen mind dominate the battlefield.

Essence Increase: Increase your Smarts Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Alertness, Culture, Survival.

TABLE 5-6: STRATEGIST FOCUS

LEVEL	PERK
1st	Strategize
3rd	Follow My Lead
6th	Watchful Eyes
10th	Flexible Directives
17th	Lock Down
20th	Stronger Together

STRATEGIZE

Your unused back-up plans are better than a lot of leaders' only plans. You can set a number of Contingency actions as Free actions up to your Smarts score. Each Contingency action must trigger on a different condition. Only one of these Contingency actions can be used to Attack.

FOLLOW MY LEAD

You lead by example. At 3rd level, you can Issue a Command as a Free action if you meet the terms of the Command. For example, if you Issue a Command to fire, and you make a Ranged attack this turn, your command took a Free action to issue, not a Move action.

WATCHFUL EYES

At 6th level, make a DIF 10 Alertness Skill Test as a Standard action. On a success, one enemy within range of your weapons suffers a Snag on their first Skill Test on their turn. For every 5 your result beats the DIF, you affect an additional enemy within range. This total doubles if your Alertness Skill Test is a Critical Success.

FLEXIBLE DIRECTIVES

The best leaders adapt to their circumstances. At 10th level, once per scene, you can modify the numeric value of one of your other Perks by 1. For example, you could increase the benefits of Issue Command to ↑2 to a Skill Test or +2 bonus to a Defense for a turn, or use Synch Up twice on one turn. If a Perk confers a numeric penalty, you can use Flexible Directives to instead decrease the penalty by 1.

LOCK DOWN

The threat of violence can be as harrowing as a violent act. At 17th level, your Attacks gain Immobilized 1 as an additional effect. Like Stun, the 1 represents the number of rounds the target has the Immobilized Condition.

STRONGER TOGETHER

You mobilize your forces as one. At 20th level, you gain +1 to your Defenses for every ally within 60ft. As a Free action, you can reduce this bonus by 1 to grant an ally within 60ft +1 to all of their Defenses until the beginning of your next turn.

GUNNER

Your arsenal is something the team relies on. You manage a situation by providing covering fire, direct fire, or knowing the right way to avoid getting a hole shot through your metal. A Gunner adapts to combat and reflects that in how they switch their attack style. Your companions know you pack heat and trust you to use the most efficient firepower you have available.

Cybertronian Examples

The following Autobots exemplify being a Gunner:

- Brawn
- Chromia
- Jetfire

Front and Back Line

A Gunner defends what they care about, guns blazing. Whether they're lobbing artillery from afar or fire a blaster point blank, Gunners have a firearm for every situation.

Door locked? Blast it! An unknown Cybertronian approaches? Warning shot! An ally's leaking Energon? Fire into the air and cauterize the wound with the hot barrel.

Mobile Combat

Ranged combat is geometric. Gunners move about the battlefield in the name of finding the best vantage point to take their shots. Not only do they know where to shoot from, they know where to avoid being shot at. A war zone is a combination of horizontals and verticals, and Gunners know how to work the angles.

Gunplay

Even if there wasn't a war going on, most Gunners would still spend a lot of their time shooting. Something about the vibration of the recoil, the weight of a weapon, and the suddenness of a firearm's effects fascinates and amuses a lot of Gunners.

TABLE 5-7: GUNNER

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Armament, Pistol Whip, Rapid Reload	—	1	1	—
2nd	Covering Fire	—	1	—	—
3rd	Focus Perk	—	—	1	—
4th	General Perk	—	—	—	1
5th	Nowhere's Safe		1		
6th	Focus Perk	1	—	—	—
7th	Bang Bang	—	—	1	—
8th	General Perk	—	—	—	1
9th	Worth A Shot	—	1	—	—
10th	Focus Perk	—	—	—	—
11th	General Perk	—	—	1	—
12th	Scratch Resistant	1	—	—	—
13th	Absolutely Nowhere's Safe	—	—	—	1
14th	Worth Another Shot	—	1	—	—
15th	General Perk	—	—	1	—
16th	Hard Target	—	—	—	1
17th	Focus Perk	1	—	—	—
18th	Bang Bang Bang	—	1	—	—
19th	General Perk	—	—	1	—
20th	Focus Perk	—	1	—	—

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Imprompturret: When you convert from your Bot Mode with ballistic weapons in your External Hardpoints, you can spend an Energon Point to treat the firearms as Integrated Hardpoint weapons in your Alt Mode for the rest of the scene.

Training

Essence Increase: Increase your Speed Essence and your Smarts Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Alertness, Initiative, Survival, and Targeting. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Limited Armor Upgrades.

Weapons: You are trained in projectile weapons and Qualified in Standard and Limited ballistic weapons.

Focus

Choose one of the two areas in which your Gunner excels: **Gunslinger**, an expert at swapping between firearms on hand, or **Sharpshooter**, a patient ranged fighter who plays the long game..

Armament

A Gunner always has a gun at hand. You gain an additional Integrated Weapon Hardpoint.

Pistol Whip

You know how to attack with the butt of a gun without damaging your firearm. When you have a Ballistic weapon in an External Hardpoint, it also counts as a Close Combat Bludgeon. You do not add any benefits you normally gain from attacks with a Ballistic weapon when you use it as a Close Combat Bludgeon.

Rapid Reload

You hot swap ammo faster than most pull a trigger. Reloading weapons with the Reload trait is a Free action for you.

Perks Beyond First Level

Covering Fire

Even when your shots miss, they come close enough to make your target nervous. At 2nd level, if you attack and miss, the target of your attack suffers a Snag if they attack on their next turn.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Nowhere's Safe

Your shots get around obstacles better than your enemy expects. At 5th level, when you fire at a target in cover, you suffer one fewer ↓1 on the attack.

Bang Bang

You make every shot count. At 7th level, you can attack twice instead of once when you use the Attack action to attack with a ballistic weapon.

Worth A Shot

To a Gunner, every problem looks like a bullseye. At 9th level, once per scene other than combat, you can use a ballistic weapon as a Standard Kit of a Specialization of your choice, and may use Targeting instead of the normal skill a Skill Test calls for.

Scratch Resistant

You're still comfortable shooting even in bulkier armor. At 12th level, you become trained in Restricted Armor Upgrades.

Absolutely Nowhere's Safe

You know how to shoot around obstacles, or shoot through them. At 13th level, when you fire at a target in cover, you suffer two fewer ↓1 on the attack, to a maximum of ↓0.

Worth Another Shot

Your allies have seen you use guns in enough shockingly useful ways that they're comfortable letting you do so more often. At 14th level, you can use Worth A Shot twice per scene, or once during combat.

Hard Target

Your experience shooting at obscured targets taught you how to hide better. At 16th level, when you take cover, attackers targeting you suffer ↓3 instead of ↓2.

Bang Bang Bang

You push your firearms to their limit whenever you use them, but never past it. At 18th level, you can attack three times instead of once when you use the Attack action to attack with a ballistic weapon.

Gunner Focus Options

The two Gunner Focus Options are detailed below:

- Gunslinger, switching between the best firearm for the situation at hand;
- Sharpshooter, a sniper, excelling at range.

Gunslinger

Quick on the draw, with an arsenal at your hip, you cut your way through a battlefield drawing and stowing firearms as you go.

Essence Increase: Increase your Speed Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Acrobatics, Initiative, or Targeting.

TABLE 5-8: GUNSLINGER FOCUS

LEVEL	PERK
1st	Quick Draw
3rd	Straight Shooter
6th	Gun Runner
10th	Same Principle
17th	Shoot Out
20th	Bullet Barrage

QUICK DRAW

You keep a few spare firearms holstered on you at all times. You gain a pair of holsters as special External Weapon Hardpoints. You can still only wield two hands of weapons at a time in your External Hardpoints, but you can switch two hands of weapons between your External Hardpoints as a Free action.

STRAIGHT SHOOTER

When you have a nano-klik to adjust your grip, you make the most out of it. At 3rd level, as a Free action once per turn, you can gain ↑1 when using a ballistic weapon for an action that has a ↓ on the roll. For example, when attacking with a Long Range Rifle's 3 Sharp Damage alternate effect, which usually has a ↓3 penalty, you only suffer ↓2 on the attack.

GUN RUNNER

You're always on the move, and can't afford to have that impact your aim. At 6th level, you can treat an Integrated Hardpoint as Reinforced when you use it to fire ballistic weapons as a Free action.

SAME PRINCIPLE

You understand what makes a firearm work so well, you're able to generalize that knowledge and apply it to another weapon. At 10th level, choose a weapon you are trained to use. All of your Gunner and Gunslinger perks that specify ballistic weapons also apply to this weapon.

SHOOT OUT

At 17th level, once per turn, if an enemy within range of one of your ballistic weapons targets you with a ranged attack, instead of targeting one of your Defenses, you roll your attack Skill Test against theirs as a contested roll. If you lose, or the contested roll is a tie, the attack hits you. If you win, your shot deflects theirs and has no effect.

BULLET BARRAGE

You unleash a torrent of ballistic firepower. At 20th level, you can use an Attack action to fire each of your ballistic weapons in an External Hardpoint once, without penalty.

Sharpshooter

Hidden away from the heat of battle, you take your time to line up your shot and attack with precision.

Essence Increase: Increase your Speed Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Infiltration or Initiative.

Focus Equipment: You gain a Long Range Rifle as Personal Gear. Treat the availability of the Long Range Rifle as Automatic when requisitioning upgrades for it.

TABLE 5-9: SHARPSHOOTER FOCUS

LEVEL	PERK
1st	Long Shot
3rd	Calculated Attack
6th	Piercing Shot
10th	Specialty Flexibility
17th	Snipe From The Hip
20th	Drilling Shot

LONG SHOT

Your enemies may not realize how far the battlefield stretches. You do not suffer a Snag when attacking from long range with a ranged weapon.

CALCULATED ATTACK

At 3rd level, when you Aim at a target with your Long Range Rifle, you can make a Science Skill Test against their Evasion or Cleverness. On a success, Aiming, grants ↑2 instead of ↑1.

PIERCING SHOT

At 6th level, when making a ranged attack with your Long Range Rifle, and you have an Edge, you can critically hit with the d2. You must be Specialized in the Long Range Rifle to gain this benefit.

SPECIALTY FLEXIBILITY

A rifle in your hands is more than just a deadly weapon. At 10th level, within the normal range of your Long Range Rifle, it gains Stun 2, Intimidating and Maneuver as alternate effects.

SNIPE FROM THE HIP

Setting up your weapon takes you no time at all. At 17th level, you ignore your Long Range Rifle's Mounted trait.

DRILLING SHOT

Your shots make contact, regardless of how secure your target feels. At 20th level, attacks with your Long Range Rifle ignore all bonuses to Defenses other than the basic calculation.

MODEMASTER

Some overachieving Cybertronians don't settle for being a vehicle and a sentient robot at once. They take on additional Alt Modes, or symbiotically house Cybertronians assistants. With a wider variety of abilities splitting their attention, Modemasters lose the potency more focused Cybertronians enjoy. They more than make up with it as the most flexible combatants on a Cybertronian battlefield.

Cybertronian Examples

The following Autobots and Decepticons exemplify being a Modemaster:

- Blaster
- Broadside
- Tracks

The Next Evolution

Modemasters aren't built any differently from the next Cybertronian, they simply study their own mechanics and work to unlock new functions. Although many Modemasters insist what they're doing, any Cybertronian could do, others theorize they took an evolutionary step forward.

Convertibles

A Modemaster can borrow a turbine from their hovercraft Alt Mode's rudder and use it as a digging tool. They can recess their head to avoid a blow. One arm can reach out of the side of a car to grab a lamppost and help with a tight turn. Between Bot Mode and Alt Mode, there's a lot of potential in a partially converted state.

TABLE 5-10: MODEMASTER

LEVEL	PERK	MASS SHIFTS PER DAY	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Custom Frame, Mass Shift, Quick Change	2	Special	Special	Special	Special
2nd	Hybridization	2	—	—	—	—
3rd	Focus Perk	3	—	—	—	—
4th	General Perk	3	—	—	—	—
5th	Jack Of All Forms	3	—	—	—	—
6th	Focus Perk	4	—	—	—	—
7th	Hybridization	4	—	—	—	—
8th	General Perk	4	—	—	—	—
9th	Quick Change II	4	—	—	—	—
10th	Focus Perk	4	—	—	—	—
11th	General Perk	5	—	—	—	—
12th	Hybridization	5	—	—	—	—
13th	Helical Spring	5	—	—	—	—
14th	Hybridization	5	—	—	—	—
15th	General Perk	5	—	—	—	—
16th	Master Of All Forms	6	—	—	—	—
17th	Focus Perk	6	—	—	—	—
18th	Hybridization	6	—	—	—	—
19th	General Perk	6	—	—	—	—
20th	Focus Perk	10	—	—	—	—

Blaster

Broadside

Much More Than Meets The Eye

Modemasters are also masters of surprise. Even if their Alt Mode gets discovered, they have an additional Alt Mode they can fall back on, or backup linked to their body.

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Fully Hybrid: You can spend an Energon Point to partially convert as a Free action. You gain the benefits of both your Bot Mode and your Alt Mode, your choice of either Mode's Movement, and your choice of the Size of your Hybrid Mode.

Training

Essence Increase: Increase any two Essence Scores. You cannot increase the same Essence Score twice.

Role Skills: Gain one rank in any two Skills. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are not trained in Armor Upgrades.

Weapons: You are trained in Standard weapons.

Focus

Choose one of the two areas in which your Modemaster excels: **Microlinked**, a Cybertronian linked to a second, smaller Cybertronian, or **Triple Changer**, who is capable of changing into a second Alt Mode.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Modemaster benefits. Your Modemaster Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Custom Frame

Unlike most Roles, the Essence Score Progressions on **Table 5-10: Modemaster** are blank. Because Modemaster's niche is flexibility, you have the freedom to reflect that flexibility in how your Essence Scores progress.

At 1st level, you can choose a custom array of Essence Score Progressions. Designate which Essence Score (Strength, Speed, Smarts, and Social) is First, Second, Third, and Fourth priority. Each Essence Score increases based on the progression you assign it:

- *First*: Increase this Essence Score at levels 2, 5, 9, 1, 18, and 20.
- *Second*: Increase this Essence Score at levels 3, 7, 11, 15, and 19
- *Third*: Increase this Essence Score at levels 4, 8, 13, and 16
- *Fourth*: Increase this Essence Score at levels 6, 12, and 17.

Once you make this designation, you cannot change it.

The priority of your Essence Score Progressions does not relate to the Essence Scores you increased at 1st level.

Mass Shift

As a master of converting between your modes, you find advantageous ways to use the conversion process. Once per scene as a Move action, you can change the composition of your body parts and gain one of the following benefits for the remainder of the scene:

- +1 to a Defense of your choice;
- ↑1 on Skill Tests of a Skill of your choice;
- Double your Reach;
- Gain 1 Temporary Health.

You can use Mass Shift two times per day at 1st level. As you level up, you gain additional uses per day, as outlined on **Table 5-10: Modemaster**. Also, as you gain levels, you can choose from a list of Perks called Hybridization. Hybridizations all relate to Mass Shifts, and some of them use up one of your Mass Shift uses per day.

You regain all of your Mass Shift uses after a six-hour rest.

Quick Change

You convert from one mode to another with head-spinning speed. As with the General Perk of the same name, select one conversion sequence (such as Alt Mode to Bot Mode, Bot Mode to Alt Mode, or from one Alt Mode to another). That sequence requires a Free action to enact instead of a Standard action.

Perks Beyond First Level

Hybridization

You develop advanced tricks that combine a little bit of multiple modes. At 2nd level, and again at 7th, 12th, 14th, and 18th level, you gain a Hybridization. Hybridizations marked with a [H] require a use of Mass Shift, with the normal duration unless stated otherwise.

- Change Size[H]: Temporarily increase or decrease your Size by one full Size Class.
- Evasive Conversion[H]: When an enemy attacks you, you can immediately Convert to give the enemy a Snag on their attack.
- Extra Shift: You gain an additional use of Mass Shift per day. You can take this Hybridization multiple times, gaining an additional use of Mass Shift per day each time.
- Fast Shift: You use Mass Shift as a Free action instead of a Move action.
- Half Track[H]: Gain the Movement of your Alt Mode when in Bot Mode.

- Helping Hand: Ignore your Origin's Limited Articulation drawback.
- Hold That Shape: You gain the benefits of Mass Shift until you use Mass Shift again or until you rest, instead of until the end of the scene.
- Reinforce Shell[H]: Gain the benefits of an Armor Upgrade you are trained in and currently do not have equipped.
- Replacement Part[H]: Repair 1 Damage.
- Steady Hands[H]: You do not suffer a Snag on unskilled Skill Tests.
- Weaponize[H]: Add a weapon which you are trained in to an External Hardpoint.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Jack Of All Forms

Creatively converting comes easier to you. At 5th level, you can use Mass Shift twice in one scene. Each time takes one of your uses of Mass Shift for the day. You cannot benefit from the same choice twice at the same time. If you have the Hold That Shape Hybridization, you gain the extended benefits of only one Mass Shift, but instead of lasting until you use Mass Shift again, at the end of any scene in which you have two Mass Shifts in effect, you choose which one ends.

Quick Change II

At 9th level, you gain the benefits of Quick Change again, applied to a different conversion sequence.

Helical Spring

You roll with the physics when you switch between Modes, boosting you forward. At 13th level, when you Convert to Bot Mode, you can move 10ft as part of the action to Convert. When you Convert to Alt Mode, you can Ram without needing to move 10ft first.

Master Of All Forms

You're what the humans call a Swiss Army knife. At 16th level, you are not limited in how many times you can use Mass Shift in one scene. Each time takes one of your uses of Mass Shift for the day, lasting until the end of the scene as usual.

Modemaster Focus Options

The two Modemaster Focus Option are detailed below:

- Microlinked, symbiotically bonded with a Mini-Con.
- Triple Changer, able to convert between three modes.

Microlinked

What looks like one Cybertronian is actually two, a linked pair that operate as a team or a symbiotic unit.

Essence Increase: Increase any one Essence Score by 1 at 1st level, and again at 10th level.

Focus Skills: Role Skills: Train or specialize in any one Skill tied to the Essence Score you increased.

TABLE 5-11: MICROLINKED FOCUS

LEVEL	PERK
1st	Mini-Con Ally
3rd	Kitted Purpose
6th	Ambush Deployment
10th	Multi-Purpose
17th	Reinforced Bond
20th	Emergency Deployment and Docking

MINI-CON ALLY

A Mini-Con ally docks to your frame. They could be a distinct individual with whom you formed a deep bond, or an aspect of your personality made manifest.

KITTED PURPOSE

Your Mini-Con has a positive influence on you. At 3rd level, when your Mini-Con is docked to you, you gain the benefits of a Limited Kit of a Specialty associated with their purpose.

AMBUSH DEPLOYMENT

You invite your enemies to say hello to your little friend. At 6th level, if you deploy a Mini-Con in Combat, you and your Mini-Con (or Mini-Cons, see Multi-Purpose, later) gain an Edge on attacks targeting enemies adjacent to you.

MULTI-PURPOSE

You have a choice: Do you make your bond stronger, or does your duo become a trio? At 10th level, choose one of the following:

- *Additional Purpose*: Your Mini-Con gains an additional purpose.
- *Additional Ally*: You gain a second Mini-Con.

MINI-CON

SIZE: Common **HEALTH:** See Below

GROUND MOVEMENT: 20ft Aerial, 20ft Ground

STRENGTH: 2 **SPEED:** 2
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 12
WILLPOWER: 12 **CLEVERNESS:** 12

A Mini-Con ally docks to your frame. They could be a distinct individual with whom you formed a deep bond, or an aspect of your personality made manifest.

SKILLS

When you gain your Mini-Con ally, invest its 8 Skill Points as you see fit following normal rules (1 Skill Rank per Essence Point in their categories). Mini-Cons cannot invest in the Conditioning skill.

Languages: Cybertronian, Adopted Earth languageh

PERKS

Dock: Your Mini-Con spends most of their time docked to you, their linked companion. While docked, they perceive through your sensors, and have 1 Free action.

Linked: You gain 2 Health. When this Mini-Con deploys, reduce your Health by any amount, as long as it's at least 1 and it doesn't reduce you to 0 Health. Your Mini-Con gains that amount of Health. This reduction in Health does not count as Damage, cannot be negated by Perks, and does not trigger abilities that depend on you taking Damage or losing Health. If you do not have at least 2 Health, your Mini-Con cannot deploy.

Purpose: When you gain your Mini-Con ally, assign it a Skill as its purpose. For example, Laserbeak's purpose would be Infiltration. Ravage's purpose would be Might. For every two Skill Points you invest or have invested in your Skill that matches its purpose (including if you Specialize in that Skill), your Mini-Con gains either two Essence Point Increases, or one Essence Point Increase and one Mini-Con Perk. Either way, one Essence Point Increase must be used to increase the Essence Score tied to your Mini-Con's purpose, and that Skill Point must be invested in its purpose. Your Mini-Con cannot have an Essence Score greater than 10

ATTACKS

Unarmed Attack, Might or Finesse, Reach (1 Stun, 1 Blunt Damage (↓2), maneuver)

Mini-Laser, Targeting, 10ft/50ft (1 Laser Damage)

POWERS

Deploy: You or your Mini-Con can use a Free action to deploy your Mini-Con from their dock. They land standing in a space adjacent to you and can act immediately. After deploying, your Mini-Con has a normal number of actions for their Speed.

Either you or your Mini-Con can use a Free action to dock as long as you're adjacent to one another, even if one of you is Defeated. Your Health increases an amount equal to your Mini-Con's current Health. This does count as being Repaired and does not trigger abilities that depend on you taking Damage.

Helper: When docked with your Mini-Con, you get ↑1 on Skill Tests related to their purpose.

Defining Your Mini-Con

May we all leave such an impression that decades after the technology we're known for becomes obsolete, our popularity endures.

Soundwave and the Decepticon Cassette Mini-Cons, and later Blaster and the Autobot Cassette Mini-Cons, added layers to the idea that Transformers were more than meets the eye. While these cassettes were individuals with distinct personalities (sometimes big personalities) they were clearly loyal to their larger companions. There was an inseparable bond.

In addition to naming your Mini-Con, assigning their skills, and deciding on their purpose, you have the freedom to determine the nature of their dock. Are they an oversized helmet you wear, a communicator that mounts to your wrist, a dorsal arm? Is there a theme that ties you to the Mini-Con, say a Food Truck and a fryer, or a football player and shoulderpads?

It's also worth mentioning that even though the Focus uses "you" to reference the larger of the two characters, they are both your characters to develop and control.

Whether it's a second purpose for your first Mini-Con, or a first purpose for your second Mini-Con, both purposes cannot be tied to the same Skill, and they gain 2 Essence Point Increases per Skill Point you have invested in the Skill tied to their purpose.

REINFORCED BOND

The added bulk of a docked companion protects you. At 17th level, you gain +1 Health and +2 to all Defenses. When you assign a Mini-Con Health when they deploy, you can also assign them +1 or +2 to all their Defenses. Reduce your bonus to Defenses an equal amount.

EMERGENCY DEPLOYMENT AND DOCKING

At 20th level, if you are Defeated with one or more docked Mini-Con, your Mini-Cons deploy with 2 Temporary Health each. This Temporary Health lasts until the end of Combat, or when they take Damage.

Additionally, when one of your Mini-Cons is Defeated but you're not, a tractor beam made of pure Energon and fueled by your bond deploys from your dock. Every turn, it moves your Defeated Mini-Con 30ft closer to you, until your Defeated Mini-Con is within your Reach.

Triple Changer

One Alt Mode is not enough for some Cybertronians.

Essence Increase: Increase any one Essence Score by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in any one Skill tied to the Essence Score you increased.

TABLE 5-12: TRIPLE CHANGER FOCUS

LEVEL	PERK
1st	Everything In Threes
3rd	Unexpected Alternative
6th	Shape Shifter
10th	Quick Change III
17th	Third Dimension
20th	Mercurial Nature

EVERYTHING IN THREES

You gain an additional Alt Mode. Choose a Chassis tied to an Origin. You gain the Alt Mode benefits of that Chassis as a second choice when you Convert. You cannot choose a Chassis whose Alt Mode Size is two Size Classes larger than the Alt Mode Size of your original Chassis.

For example: Springer is a Support, gaining its Essence Score Increase, Origin Skill, Starting Health, Languages, Bot Mode, and Alt Mode. As a helicopter, he chose the 30ft Aerial Movement the chassis offered. Feeling the need for speed, he adopts the Champion Chassis as a second Alt Mode. He doesn't gain the Champion's Essence Score Increase, Origin Skill, Starting Health, Languages, or Bot Mode, but having both a speedy Ground Movement and a versatile Aerial Movement works just fine by him.

When a rule mentions "your Alt Mode," assume it applies to only one of your Alt Modes, either your current Alt Mode, or the Alt Mode of your choice if you're in Bot Mode when the rule comes into play. When you gain a Perk that applies to an Alt Mode, choose which Alt Mode it applies to when you gain the Perk.

UNEXPECTED ALTERNATIVE

Triple Changers are rare, and you use that to your advantage. At 3rd level, when an enemy who has seen you Convert into only one of your Alt Modes sees you Convert into your other Alt Mode for the first time, you gain an Edge on Skill Tests targeting them until the end of your next turn.

SHAPE SHIFTER

With so many moving parts, you're hard to pin down. At 6th level, you become immune to Maneuver attacks and the Prone Condition. Momentarily Acting Smaller doesn't count as rough terrain for you.

QUICK CHANGE III

At 10th level, you gain the benefits of Quick Change a third time.

THIRD DIMENSION

You ride your momentum of switching from one type of movement to another. At 17th level, when you change Movement types during your move, you do not subtract the distance you have already moved from the new Movement type like you normally would. Instead, you move up to the full distance of your second Movement type.

MERCURIAL NATURE

The spirit of Amalgamous Prime moves you. At 20th level, you gain a Hybridization, and unlimited uses of Mass Shift per day.

SCIENTIST

Chemistry makes up all matter in the universe, and physics dictates how it all works together. The better one understands these two scientific disciplines, the more fully they understand everything. Before the Cybertronian Civil War, Scientists were amongst the most respected inhabitants on the planet. After the rebels turned to propaganda and outright lies, they targeted Scientists, labeling them corrupt liars. Many peaceful intellectuals were pushed into the war, siding with the Autobot cause of freedom even if that meant steeling themselves for deployment to battlezones, and learning to defend themselves. Even with basic weapon and armor training, Scientists most powerful weapon remains their knowledge.

Cybertronian Examples

The following Autobots and Decepticons exemplify being a Scientist:

- Ratchet
- Skids
- Wheeljack

Scientific Discovery

Scientists aren't just there for support. Treating their allies' injuries and upgrading their equipment certainly helps. However, when a squad makes it behind enemy lines, Scientists are often the only Autobots equipped to disrupt Decepticon plans. When that happens, the tables turn, and the rest of the squad must be there for a Scientist single-handedly achieving a mission objective.

Sharper Mind

A Scientist turns probability into possibility with logic and experimentation. A weapon may be mundane but only until a scientist gets their hands on it, and then the pistol can become a cannon (even if only temporarily). Creative problem solvers, creating opportunities with simple solutions or unexpected resolutions. As their relationship to weapons develops, new doors open for experiments keep expanding. What will they create next?

TABLE 5-13: SCIENTIST

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Broad Understanding, Circuit Breaker, Energon Battery	1	—	1	—
2nd	Walk Them Through It	—	—	1	—
3rd	Focus Perk	—	1	—	—
4th	General Perk	1	—	—	—
5th	Thesis			1	
6th	Focus Perk	—	—	—	1
7th	Augment Power	—	1	—	—
8th	General Perk	1	—	—	—
9th	Energon Bank	—	—	1	—
10th	Focus Perk	—	—	—	—
11th	General Perk	—	1	—	—
12th	Applied Science	—	—	—	1
13th	Overcharge Engines	1	—	—	—
14th	Flashy	—	—	1	—
15th	General Perk	—	1	—	—
16th	Technobabble	1	—	—	—
17th	Focus Perk	—	—	—	1
18th	Multiplication	—	—	1	—
19th	General Perk	—	1	—	—
20th	Focus Perk	—	—	1	—

Sideswiped With Science

Scientists choose a wide variety of Chassis. Monolith allows them to carry their smaller allies out of danger. Champion and Seeker let them get where they need to be in a hurry. Cutters and Outriders let them reach emergencies that would be otherwise out of reach. And, of course, Supports are built to be there for others. Although the Rainmaker's focus on violence runs counter to the tenets of most who work in science, one of Cybertron's most famous Scientists, the Decepticon Shockwave, has a Rainmaker Chassis.

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Intrafilum: When treating an adjacent Cybertronian, as a Free action, you can spend an Energon Point to restore 1 Health.

Training

Essence Increase: Increase your Strength Essence and your Smarts Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Brawn, Conditioning, Science, and Technology. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Limited Armor Upgrades.

Weapons: You are trained in Electric Weapons and Explosives.

Focus

Choose one of the two areas in which your Scientist excels: **Medical Officer**, who repairs fellow Cybertronians, fixing broken vehicles, and even healing organic lifeforms, or **Gadgeteer**, who increases the efficiency of tools or weapons, creating new tools in a pinch, and sneaking in a bit of explosive work.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Scientist benefits. Your Scientist Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Broad Understanding

Although you have your field of expertise, to know science is to think a certain way that applies across disciplines. Outside of combat, as long as you have at least one Science Specialization, you roll all Science Skill Tests as though you were Specialized, although Skill Tests outside your Specialization suffer ↓2.

Circuit Breaker

You've jolted enough allies conscious to know the effect electricity has on Cybertronian physiology. You can use the Technology Skill for attacks with Electric weapons.

Energon Battery

Your allies understand that you use Energon unselfishly, and make sure you get more than your share. You store a number of personal Energon Points equal to your highest Essence Score, not your lowest.

Perks Beyond First Level

Walk Them Through It

You help others help you. At 2nd level, allies without ranks in Technology or Science can Lend Assistance to you on Technology and Science Skill Tests.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Thesis

Everything comes back to science; you just need to figure out how. At 5th, outside of Combat, once per scene, you can use Science in place of another Smarts-based Skill for a Skill Test, but the Skill Test takes longer. If the Skill Test takes less than a full turn, it takes your full turn. Otherwise, it takes twice as long as stated.

Augment Power

At 7th level, once per turn, you can give an ally ↑1 on a Skill Test as a Free action. Once per combat, you can give an ally ↑2 on a Skill Test as a Free action.

Energon Bank

You supply Energon for the benefit of others. At 9th level, with your permission, allies within 30ft can spend your Energon Points instead of their own to gain the benefits of an ability that uses Energon Points.

Applied Science

When the stakes are high, you have trouble concentrating on anything other than science. At 12th level, once per scene, you can use Broad Understanding and Thesis in Combat.

Overcharge Engines

Revving an engine is not just for show. At 13th level, you can use Technology to go faster. Once per turn, make a Technology Skill Test as a Free action. Until the end of your turn, increase your Movements a number of feet equal to your Skill Test results, rounded up to the nearest 5. This movement ignores Rough Terrain penalties.

Scientist Focus Options

The two Scientist Focus Options are detailed below:

- Medical Officer, looking after the lives of all sentient beings;
- Gadgeteer, designing the future of technology now.

Medical Officer

The hardest fight on any battlefield is the fight to keep the injured functioning.

Essence Increase: Increase your Smarts Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Science or Technology

TABLE 5-14: MEDICAL OFFICER FOCUS

LEVEL	PERK
1st	Patch Up
3rd	Sirens Blaring
6th	Preventative Measures
10th	Rocket Surgery
17th	Intensive
20th	Miracle Worker

PATCH UP

After a quick soldering, you'll have them up and back in action in no time. Once per turn, you can spend an Energon Point to make a Skill Test to Repair a Cybertronian or vehicle, or Heal an organic lifeform as a Free action. You always count as having a Standard Medicine Kit and a Standard Repair Kit on you.

SIRENS BLARING

You have the right of way in emergencies. At 3rd level, when Resetting Your Initiative, you gain an Edge and ↑1 on your Initiative Skill Test.

PREVENTATIVE MEASURES

By applying care to vulnerable areas, you prevent inevitable damage. At 6th level, you can treat a healthy ally. As long as the target doesn't have any Damage or Temporary Health, and you haven't used Preventative Measures on them yet today, you can make a Science or Technology Test as though you were Healing or Repairing them. They gain the amount of Temporary Health equal to the amount you would have Healed or Repaired.

Flashy

You know from experience how much a shock to the eye hurts. At 14th level, when you successfully attack with an Electric weapon, you can make a Science Skill Test against the Toughness of the target of your attack. On a success, they become Blinded 2.

Technobabble

You've learned that even though others may think they don't understand what you're talking about when you get technical, some part of their processor actually is registering what's important. At 16th level, you can use Thesis in place of Social-Based Skills as well, you can use Thesis three times per scene outside of Combat, or once per Combat, and Thesis no longer takes extra time to use.

Multiplication

At 18th level, double the listed number of uses and all numeric benefits of your Scientist Role Perks. For example, you can use Augment Power twice per turn to give an ally ↑2 on a Skill Test as a Free action, and twice per combat to give an ally ↑4 on a Skill Test as a Free action. You would not double Broad Understanding's ↓2 as it is a numeric penalty, not a numeric benefit. This does not apply to Focus Perks.

ROCKET SURGERY

The well of Energon within you allows you to propel healing energies toward allies. At 10th level, you can Heal or Repair an ally from 30ft away. Additionally, you always count as having a Limited Medicine Kit and a Limited Repair Kit on you.

INTENSIVE

You find new ways to push your limits without burning out. At 17th level, you are no longer limited in the number of times you can use Patch Up on your turn. Additionally, when you Repair more than one Cybertronian on your turn, you can choose to roll Technology once and apply the result to all injured allies within 30ft. Finally, you always count as having a Restricted Medicine Kit and a Restricted Repair Kit on you.

MIRACLE WORKER

Somehow, the more pressure you're under, the more likely you are to succeed. At 20th level, your d2 can trigger a Critical Success on Science and Technology Skill Tests.

Gadgeteer

The right tool for the job is always within reach when you make your own tools.

Essence Increase: Increase your Smarts Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize this Skill when your Focus gives you an Essence Increases: Technology.

TABLE 5-15: GADGETEER FOCUS

LEVEL	PERK
1st	Technologist
3rd	Construct
6th	Deconstruct
10th	Training Through Familiarity
17th	Siphon
20th	Perpetual Power Source

TECHNOLOGIST

If you think of organic life as biological machines, technology is just another word for science! When a Scientist Role Perk only uses the Science Skill, you can use Science or Technology.

CONSTRUCT

Whatever your allies need, you can build it. At 3rd level, you can build any Weapon, any Armor Upgrade, and any Kit. As a Standard action, spend 1 Energon Point and make a Technology Skill Test against the Requisition Difficulty of the item you are building. If you are building a Weapon or Armor Upgrade you are not trained with, or a Kit for a Specialization of a Skill you don't have a Rank in, you suffer a Snag on this Skill Test. Someone with the appropriate training or Skill can negate the Snag if they Lend Assistance to you on their turn. On a failure, your attempt is wasted but you do not spend your Energon Point.

DECONSTRUCT

You disrupt the functionality of enemy equipment. At 6th level, as a Standard action, spend 1 Energon Point and make a Technology Skill Test against the Requisition Difficulty of a Kit, Gear, or Weapon used by an adjacent enemy. The effects of a success depend on the technology you targeted:

Kit: The Kit is destroyed.

Gear: The Gear cannot be used unless subject to a **DIF 10 Technology Skill Test** to repair it. If you Critically Succeeded deconstructing this Gear, the DIF increases to 20.

Weapon: The attacker suffers a Snag using this weapon unless it's subject to a **DIF 10 Technology Skill Test** to repair it. If you Critically Succeeded deconstructing this Gear, the DIF increases to 20.

TRAINING THROUGH FAMILIARITY

Having now built a wide variety of equipment, you have a better sense of how to use it. At 10th level, you become trained in Limited Weapons, and can requisition Standard and Limited Kits even if you don't meet the prerequisite. You don't suffer a Snag when you Construct a Standard or Limited Kit.

SIPHON

You jack into an enemy and draw from their power supply. At 17th level, as a Standard action, make a Technology Skill Test against the Toughness or Evasion of an adjacent Cybertronian. On a success, you deal 1 Damage and gain 1 Energon Point.

PERPETUAL POWER SOURCE

To preserve Energon, you've developed alternative energy sources for your inventions. At 20th level, you no longer spend Energon Points when you Construct equipment.

SCOUT

Scouts push the boundaries of the battlefield, moving ahead of the front liners to establish the front line. They excel at going unnoticed, allowing them to surveil in secret before rejoining the squad with valuable intel.

Cybertronian Examples

The following Autobots and Decepticons exemplify being a Scout:

- Bumblebee
- Hot Rod
- Wheelie

Now You See Me

In order to get so far behind enemy lines, Scouts employ every stealth and subtlety tactic they know. When those fail, they get out of the situation as fast as their tires can take them.

Split Second Perception

Scouts spend cycles getting into position to witness happenings that last nano-kliks. They maximize gathering intelligence in the narrow windows of opportunity they steal, and not just the order of events. Scouts watch for body language to decipher emotional states and interpersonal relationships. They take diligent mental notes that even they might not understand until they get to safety and have a chance to digest what they took in.

TABLE 5-16: SCOUT

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Ally Awareness, Forward Observation, Keen Sensors	—	1	—	1
2nd	Mark Target	—	1	—	—
3rd	Focus Perk	—	—	1	—
4th	General Perk	—	—	—	1
5th	Hidden In Plain Sight		1		
6th	Focus Perk	1	—	—	—
7th	Hindsight	—	—	1	—
8th	General Perk	—	—	—	1
9th	Mimicry Vocoder	—	1	—	—
10th	Focus Perk	—	—	—	—
11th	General Perk	—	—	1	—
12th	Resourceful	1	—	—	—
13th	Additional Marks	—	—	—	1
14th	New Plan	—	1	—	—
15th	General Perk	—	—	1	—
16th	Extremely Resourceful	—	—	—	1
17th	Focus Perk	1	—	—	—
18th	Mark Everybot	—	1	—	—
19th	General Perk	—	—	1	—
20th	Focus Perk	—	1	—	—

Ready For Anything

No matter how confidently a Scout feels about their abilities to go unseen or book a hasty retreat, they understand that confrontation is inevitable. Scouts train to fight for when they have to, and toughen themselves to resist interrogation when everything goes wrong.

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Disappear: For a Scout to survive getting seen, they need to get unseen again as quickly as possible. As a Free action, you can spend an Energon Point to turn Invisible until the end of your turn.

Training

Essence Increase: Increase your Speed Essence and your Social Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Alertness*, Deception, Infiltration, Initiative, and Streetwise. These selections must be of the Essences taken in your Essence Increase.

*see Forward Observation, below.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Limited Armor Upgrades.

Weapons: You are trained in silent weapons.

Focus

Choose one of the two areas in which your Scout excels: Outrider, who is able to get in and out of areas before anyone notices, or Prowler, who sneaks in as much to gather intel as to disrupt operations.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Scout benefits. Your Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Ally Awareness

You always keep the whereabouts and safety of your allies in mind. If an ally has an ability that affects allies within a certain range, you gain the benefits of that ability as long as you are within 5 times the range of the ability. Additionally, once per scene as a Free action, you can use the memory of advice an ally once gave you to gain the benefits of Lend Assistance.

Forward Observation

You take in every aspect of what you witness. Alertness is both a Smarts and Social Skill for you. When you roll an Alertness Skill Test and the creatures you're observing aren't aware of your presence, you can score a Critical Success with your d2.

Keen Sensors

Your natural perception made you particularly qualified for scouting. You gain the Acute Sense General Perk.

Perks Beyond First Level

Mark Target

At 2nd level, at the beginning of a scene (including Combat), designate a creature you see or a specific individual you expect will be in the scene. You gain ↑1 on Skill Tests related to that creature until the end of the scene. For example, Bumblebee heard a group of humans from a supposedly neutral government were secretly working with Megatron. He spies on these humans in a warehouse, keeping an eye out for any sign of Megatron. For the remainder of the scene, Bumblebee gains ↑1 on Skill Tests related to Megatron, such as listening for his arrival, hiding from the Decepticon leader, listening to his conversation with the humans, and negotiating should Megatron spot him. Should a fight break out, Bumblebee can designate Megatron again, gaining ↑1 on Skill Tests such as attacking him or trying to hide from him.

Windblade

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Hidden In Plain Sight

Even though you are visible, you are unnoticeable. At 5th level, you can Hide, even if you do not have cover, darkness, or another effect that limits the vision of observers.

Hindsight

You have a 3D Holographic memory. At 7th level, when discussing a previous scene, you can make new Alertness Skill Tests about it as though you were still there. You gain an Edge on these Skill Tests. For example, Ultra Magnus needs to know if Blurr, back from a reconnaissance mission, saw Cyclonus holding a key. The Autobots only found out about the significance of the key after Blurr deployed, so the speedster didn't know to look for it. However, Blurr thinks back on the scene with perfect detail, rolling an Alertness Skill Test with an Edge to notice if Cyclonus had this key.

Mimicry Vocoder

At 9th level, you can recreate the voice of an individual you've heard speak. You automatically open locks that require a voice print. When speaking with creatures who can't see you clearly, you automatically deceive them if they have only a passing familiarity with the individual you're imitating. You gain an Edge on Deception Skill Tests to convince creatures more familiar with the individual you're imitating. If you are disguised as the individual, you can use this ability to gain an Edge on your Deception Skill Test to determine how convincing your disguise is.

Resourceful

You make the most of a worst case scenario. At 12th level, before rolling for Initiative, choose one of the following benefits, which last until the end of Combat (where applicable):

- Roll Initiative Skill Tests with an Edge;
- Gain 1 Temporary Health;
- +10ft to one type of Movement;
- Act normally if you would be surprised;
- An ally who can hear you gains the benefits of Mark Target for the creature you designated.

Additional Marks

Your experience qualifies you for more complicated missions. At 13th level, you can use Mark Target on up to five creatures you see, or two specific individuals.

New Plan

At 14th level, when you use a Contingency Action, if the triggering action never occurs, you gain an additional Move action or two additional Free actions on your next turn.

Extremely Resourceful

You find new depths when you dig down deep. At 16th level, when you use Resourceful, you gain two benefits instead of one.

Mark Everybot

On some missions, every target is your priority. At 18th level, once per day, you can use Mark Target on every creature in a scene, even those who enter the scene later.

Scout Focus Options

The two Scout Focus Option are detailed below:

- Outrider, using speed when stealth fails;
- Prowler, taking advantage of unaware enemies.

Outrider

Outriders get in and get out of situations faster than anyone, and ride circles around enemies they engage with.

Essence Increase: Increase your Speed Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Driving, Initiative

TABLE 5-17: OUTRIDER FOCUS

LEVEL	PERK
1st	Burn Rubber
3rd	Barrel Through
6th	Scramble
10th	Roll With It
17th	Caution To The Wind
20th	Dust Up

BURN RUBBER

On the first round of Combat, if you Push Yourself to buy additional movement, you gain an additional 10ft of Movement for every Free action you spend in conjunction with your Move action, and you can buy up to your Movement in additional movement. If you are surprised, you can still use a Move action to move, and Free actions to gain additional Movement, but you use the regular rules to Push Yourself.

BARREL THROUGH

If you can't outrun them, you run them over! At 3rd level, you gain ↑1 on Maneuver attacks. When you Ram a target, if you moved at least 20ft before the attack, you deal 1 additional damage on a success, including if you use Ram to Trip your target.

SCRAMBLE

Moving fast is always the answer, even if you don't use it to move far. At 6th level, as a Standard action, you can force attacks to target your Evasion, even if the attack normally dictates the Defense it targets. If the attack hits and normally has an Effect with a numeric value (such as 1 Sharp), reduce the numeric Effect by 1.

ROLL WITH IT

You ride the force of a blow to safety. At 10th level, once per turn, when you take Damage, you can immediately move 10ft away from the source of the attack.

CAUTION TO THE WIND

Sometimes the best defense is a timely offense. At 17th level, you can take a penalty up to -3 to all of your Defenses to gain an equal ↑ on a Skill Test.

DUST UP

Your enemies can eat your dust. At 20th level, when you use your Move action to move, you gain the benefits of Concealment until the beginning of your next turn.

Prowler

Prowlers take the opportunity to attack their enemies while their backs are turned.

TABLE 5-18: PROWLER FOCUS

LEVEL	PERK
1st	Stunning Surprise
3rd	Pop Out
6th	Silent As A Shadow
10th	Infiltrator
17th	Telltale Sign
20th	Knock Down, Drag Out

Essence Increase: Increase your Speed Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Finesse, Infiltration, or Targeting.

STUNNING SURPRISE

The suddenness of your ambushes disorients your enemies. When you attack a creature who is unaware of your exact location, your attack deals Stun 1 in addition to its normal effect.

POP OUT

Before your enemies realize you came out of hiding to attack them, you're gone again. At 3rd level, when you attack while Hidden, you can make an immediate Infiltration Skill Test against the Willpower or Cleverness of the enemies who could have seen you. On a success, you continue to gain the benefits of Hide after your attack.

SILENT AS A SHADOW

The only reason your next victims believe you're still nearby is the dreadful silence you leave behind. At 6th level, all of your attacks and movement are considered Silent.

INFILTRATOR

Excelling at infiltration provides insight into a surprisingly wide range of situations. At 10th level, once per scene outside of Combat, you can roll Infiltration in place of another Skill Test.

TELLTALE SIGN

You terrify your enemies with a calling card on your victims. At 17th level, when you successfully Pop Out, you can use your stealth to Frighten one creature who failed to notice you. Make an Infiltration Skill Test as a Free action, against your target's Willpower or Cleverness. On a success, they are Frightened 1. You can use multiple Free actions to target other creatures, or target the same creature up to three times, increasing the number of rounds they're Frightened by 1 on a successful Skill Test for each Free action you use.

KNOCK DOWN, DRAG OUT

Sometimes, the only thing scarier than finding one of your victims is not finding one of your victims. At 20th level, when you successfully use Stunning Surprise against a target at least 3 levels lower than you, your attack knocks the target Unconscious for 1 round. If you then use Pop Out on the same turn, your Infiltration Skill Test to hide also hides their Unconscious body.

WARRIOR

Even though war moved further away from hand to hand combat with every evolution, Warriors did not evolve in the same direction. A special kind of soldier, Warriors prefer engaging with the enemy face to face. When others call this behavior monstrous, Warriors scoff. Anyone who can pull a trigger or push a button from a safe distance is just as responsible for casualty counts, if not more. Warriors at least give each other a fighting chance.

Cybertronian Examples

The following Autobots exemplify being a Warrior:

- Arcee
- Ironhide
- Topspin

Dented But Not Broken

A Cybertronian can easily pick Warriors out of a crowd, thanks to their scratched paint, shattered windshields, and replaced parts. However, Warriors don't show more damage because they're weaker. They walk away with battle scars from blows that would drop weaker combatants.

Full Speed Ahead

Cybertronian conflicts often start with a "Warrior Rush." Melee focused combatants tend to choose bulkier and more resistant classes of Alt Modes, but race as fast as they can to the front line to engage with the enemy before the dodgy and trickier combatants get involved.

TABLE 5-19: WARRIOR

LEVEL	PERK	STRENGTH ESSENCE BOOST	SPEED ESSENCE BOOST	SMARTS ESSENCE BOOST	SOCIAL ESSENCE BOOST
1st	Foot Soldier, Manifest Melee Weapon, Wisdom Through Experience	1	—	1	—
2nd	Charge	1	—	—	—
3rd	Focus Perk	—	1	—	—
4th	General Perk	—	—	1	—
5th	Tough It Out	1			
6th	Focus Perk	—	—	—	1
7th	Expanded Arsenal	—	1	—	—
8th	General Perk	—	—	1	—
9th	No Escape	1	—	—	—
10th	Focus Perk	—	—	—	—
11th	General Perk	—	1	—	—
12th	Battle Hardened	—	—	—	1
13th	Extended Attack	—	—	1	—
14th	How I Got These Dents	1	—	—	—
15th	General Perk	—	1	—	—
16th	Instruments of Destruction	—	—	1	—
17th	Focus Perk	—	—	—	1
18th	Soldier On	1	—	—	—
19th	General Perk	—	1	—	—
20th	Focus Perk	1	—	—	—

War Stories

Analysts can study theories of war all they want, but a hundred hours mining data is about as informative as surviving one brutal combat. Like everything else about them, warriors tend to use rough language when they talk, but they speak with the wisdom of experience.

Starting Role Perks

For The Allspark!

Cybertronians are living robots that change their bodies into the likeness of weapons, vehicles, robotic beasts, and machinery. Though durable, even they can be defeated, so they've learned how to protect themselves when they can, and blend in when they can't. They hide amongst the technology of this world as robots in disguise. As an Autobot, you live a life of secrecy as much for your own protection as to not disturb humanity.

Every Autobot character gains the following benefits:

- ↑1 to Infiltration Skill Tests when in Alt Mode, or ↑2 if the Alt Mode is appropriate to the environment.
- Immunity to carbon-based diseases, but affected by electromagnetic damage and viruses that affect machines.
- Standard Issue Autobot Equipment
- **Roll Out:** When you roll for Initiative, if you are not surprised, you can choose to convert to your Alt Mode before combat begins without needing to spend an action.

Cybertronian Perk

Hardcore: When you take enough damage to be Defeated, you can spend an Energon Point to instead lose a limb but otherwise ignore the effect of the attack. You can use Hardcore as long as you have the Energon Points and limbs to spare.

Training

Essence Increase: Increase your Strength Essence and your Smarts Essence by 1 each.

Role Skills: Gain one rank in two Skills from the following: Alertness, Brawn, Conditioning, Culture, Might, and Survival. These selections must be of the Essences taken in your Essence Increase.

Equipment Training and Qualifications

In addition to your standard issue equipment, personal gear, and mission critical items, your Role grants you a certain amount of access to equipment. You can requisition any Armor Upgrades and Weapons you are trained in, as well as all gear. You can access any equipment you are qualified in without requisitioning it.

Armor Upgrades: You are trained in Limited, and Restricted Armor Upgrades.

Weapons: You are trained in all weapons and Qualified in Might weapons.

Focus

Choose one of the two areas in which your Warrior excels:

Sentinel, the embodiment of a good defense being better than a strong offense, or **Wrecker**, an especially aggressive melee combatant.

Your Focus increases your Essence Scores and unlocks additional benefits or improves existing Warrior benefits. Your Warrior Focus grants you Focus Perks at 1st level, and again at 3rd, 6th, 10th, 17th, and 20th levels.

Foot Soldier

Slow and steady wins the fight. When in Bot Mode, treat your Speed as if it was 2 higher when calculating how many Free actions you get on your turn.

Manifest Melee Weapon

When you need a weapon, you can make one out of the energy flowing through you. As a Free action once per combat, you can create an integrated Energon Weapon without needing to spend an Energon Point, as long as the weapon you create is based on a Standard Melee weapon. This weapon lasts until the end of Combat, or until you are Defeated.

Wisdom Through Experience

You gain valuable insight from getting up close and personal with the enemy. One per scene following a combat, when looking for clues or theorizing about enemy plans, you may ask your GM if one of your ideas has merit. The GM must then answer Yes or No truthfully, and provide a hint as to why they gave that answer. If the GM feels it falls in between *yes* and *no* but not close enough to either, they can say Maybe and provide two hints. Wisdom Through Experience represents your character thinking on an idea and not necessarily expressing it out loud, although you can choose to do so as well.

Losing A Limb

Although the Warrior's ability to sacrifice limbs instead of accepting defeat might sound brutal, you need to think about it like a Cybertronian. As robots with mutable pain sensors, they can put an arm back on. You can't.

That isn't to say that Cybertronians can lose limbs without consequence. Losing an arm deals 2 Essence damage to Strength. Losing a leg deals 2 Essence damage to Speed. Additionally, you lose a Hardpoint of your choice whenever you lose a limb. Repairing the Essence damage replaces the lost limb, although there could be cosmetic differences between the new limbs and the rest of your body. Ratchet's a doctor, not a car detailer.

Perks Beyond First Level

Charge

If you Move at least 10ft away from your past position (not just stepping to the next square and back again), and then Attack with a Might weapon immediately after, you gain ↑1 on the Might Skill Test.

General Perk

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you choose one General Perk from **Chapter 7: General Perks**. You must meet all prerequisites for the Perk.

Tough It Out

At 5th level, once per Combat, you can make a Brawn Skill Test to Repair your damage as a Standard action. The DIF is the same as the Technology Skill Test to Repair damage.

Expanded Arsenal

You dig down deep to find a greater expression of your fighting ability. At 7th level, when you Manifest a Melee Weapon, you can create a Limited Melee Weapon.

No Escape

You will give an enemy quarter, but you do not let them retreat. At 9th level, when an enemy moves within the Reach of your melee weapon, you interrupt their movement to immediately attack them.

Battle Hardened

At 12th level, you gain +1 Health. Additionally, you gain a Limited or Restricted weapon of your choice as personal gear. You must meet the requirements of the weapon to choose it.

Extended Attack

By extending yourself through gumption and partial conversion, you can hit further targets. At 13th level, as a Move action, you can double the Reach of a Melee weapon until the beginning of your next turn.

How I Got These Dents

Every scratch comes with a scary story. At 14th level, you gain ↑ on Intimidation Skill Tests equal to the amount of damage you currently have.

Instruments of Destruction

You can call forth an exceptional weapon to fight with. At 16th level, when you Manifest a Melee Weapon, you can create a Restricted Melee Weapon.

Soldier On

At 18th level, if an attack targeting you scores a Critical Hit, once per Combat you may attempt a Brawn Skill Test against a DIF equal to 10+ the Damage dealt to ignore the attack.

Warrior Focus Options

The two Warrior Focus Options are detailed below:

- Sentinel, a more sophisticated, defensive warrior
- Wrecker, a brutish facebreaker that everyone is surprised to see survive.

Sentinel

A skilled combatant focused on self-defense and waiting for an opening.

Essence Increase: Increase your Speed Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one these Skills when your Focus gives you an Essence Increases: Finesse or Initiative

TABLE 5-20: SENTINEL FOCUS

LEVEL	PERK
1st	Stalwart Defense
3rd	Wait For An Opening
6th	Disarming Defenses
10th	Stand Firm
17th	Sword and Board
20th	Make An Opening

STALWART DEFENSE

You use one of your External Hardpoints to defend yourself. During Equipment Requisition and Assignment, choose whether you defend yourself with a shield or a parrying weapon.

- *Shield*: On your turn, you can choose to gain +2 Toughness, +2 Evasion, or +1 Toughness and Evasion until the beginning of your next turn.
- *Weapon*: You gain a Close Combat Blade, Close Combat Bludgeon, Short Blade , or Short Bludgeon. You gain ↑1 on offhand attacks. On your turn, you can choose to gain +1 Toughness or +1 Evasion until the beginning of your next turn.

WAIT FOR AN OPENING

When your enemy lets their guard down, you strike true. At 3rd level, when you attack on another creature's turn, such as with a Contingency action to Attack or your No Escape Perk, you gain an Edge on the Skill Test.

DISARMING DEFENSES

You deflect ammunition back at the weapon that fired it, or tilt your body until your attacker twists their wrist too far. At 6th level, when an attack misses you by an amount equal to your Stalwart Defense bonus to your Defense, you disarm your attacker of the weapon they attacked with.

For example, Arcee's car hood becomes a shield in Bot Mode, which she uses as cover to gain +2 Evasion, bringing her Evasion up to 17. Bludgeon stabs at her with his sword, narrowly missing with a 15 on his attack roll. Because that would have hit if it wasn't for her Stalwart Defense Focus Perk, she knocks the sword out of his hand, dropping it to the ground between them.

STAND FIRM

Holding your ground prepares you for incoming attacks. At 10th level, as a Move action, you can double the bonus granted your Stalwart Defense until the beginning of your next turn.

SWORD AND BOARD

At 17th level, you gain both a Shield and Parrying Weapon in one External Hardpoint. On your turn, you can choose to gain any one of the following bonuses to Defense until the beginning of your next turn:

- +3 Toughness;
- +3 Evasion;
- +2 Toughness, +1 Evasion;
- +1 Toughness, +2 Evasion.

Additionally, you gain ↑1 on offhand attacks.

MAKE AN OPENING

You're done waiting. At 20th level, once per turn, you can take a Contingency action to Attack as a Free action.

Wrecker

A Warrior who spends so much time in melee, they can tell one enemy from another by the smell of their gob exhaust.

Essence Increase: Increase your Strength Essence by 1 at 1st level, and again at 10th level.

Focus Skills: Train or specialize in one of these Skills when your Focus gives you an Essence Increase: Brawn, Conditioning, or Might.

TABLE 5-21: WRECKER FOCUS

LEVEL	PERK
1st	Warrior Rush
3rd	Manifest Enhancement
6th	Plow
10th	Duke It Out
17th	Indomitable
20th	Last Stand

WARRIOR RUSH

You know your place on the battlefield and rush to get there as soon as possible. On the first turn of combat, double your Movements until the beginning of your next turn.

MANIFEST ENHANCEMENT

At 3rd level, as a Free action once per round, you can manifest a Weapon Upgrade for a Melee weapon without needing to spend an Energon Point. However, as long as the Weapon Upgrade you create is based on an Upgrade with an Availability equal to the Availability of a Weapon you can use Manifest Melee Weapon to create. This Weapon Upgrade lasts until the end of your turn. You can use Manifest Enhancement on any Melee Weapon, not just a weapon you create with Manifest Melee Weapon.

For example, Impactor can't seem to sink his hook into Gnaw. As a 7th level Warrior, he can create a Limited Melee Weapon with Manifest Melee Weapon, meaning he can use Manifest Enhancement to create a Standard or Limited Weapon Upgrade. He makes his hook Tasing, wreathing the tip in electricity. Even if he misses Gnaw's hide with his swing, he hopes that the electricity will be drawn to the dripping wet Sharkticon and zap him.

PLOW

You knock over any obstacle in your way. At 6th level, when you make a Ram attack, either in your Alt Mode or driving a vehicle with a Ram attack, any movement you make this turn ignores Rough Terrain, and your Ram attack gains Multiple Targets (3). You can use Ram on up to three targets within your Reach at any point in your movement.

DUKE IT OUT

Sometimes, the most vulnerable area to target is an enemy's pride. At 10th level, once per combat as long as you haven't used your Standard action this turn, you can challenge a creature of your level or higher to fight you, one-on-one, as a Free action. They must immediately accept or refuse. If they refuse, you gain an Edge on Skill Tests targeting them until the beginning of your next turn. If they accept, you and your target both immediately make a Melee attack (with or without weapons, depending on if you specified in the challenge) as a Contested Skill Test. The winner deals their attack's effect to the loser. This does mean you could have used your Standard action to have your enemy damage you, so use Duke It Out wisely.

INDOMITABLE

You fear nothing. At 17th level, you become immune to the Frightened Condition and attempts to Intimidate you suffer a Snag.

LAST STAND

If this is the end for you, you try to ensure that your enemy, too, shall fall. At 20th level, if you are Defeated in combat, you can first immediately take a full turn, as long as you spend your actions doing everything you can to attack the creature that Defeated you.

06

ESSENCE SCORES AND SKILLS

How characters, creatures, and vehicles in the Transformers Roleplaying Game interact with the world of the game is based on four essential statistics, called Essences, and the skills tied to them. This chapter defines these important statistics, what they mean to your character, and what they allow you to do.

ESSENCE SCORES – THE FOUR 'S's

At the heart of the *Essence20 Roleplaying Game System* are the **Essences,** the four 'S's that define character capabilities:

- **Strength:** Physical power and endurance;
- **Speed:** Agility, balance, and reflexes;
- **Smarts:** Awareness, mental acuity, intuition, and analysis;
- **Social:** Confidence, Poise, charisma, and leadership.

Average NPCs have Essence Scores ranging from 1 to 10, where exceptional examples – like you and the other PCs – can have Essence Scores up to 15. Some NPCs even have Essence Scores in the 20s or higher, but such examples are rare. You likely won't encounter them until 15th level at the earliest.

In the game, your Essence Scores don't do anything on their own. They tie into your Skills, which let your character effect change and interact with other characters, creatures, and the world around you. Additionally, your Essence Scores form the basis of your character's Defenses, which are used when other characters and the world at large try to interact with you.

Finally, Essence Scores are a good indicator of a creature's relative power, and the areas they chose to improve in. A creature with a higher Essence Score than you prioritized different Skills. A creature whose Essence Scores are all higher than yours is at a higher level than you.

Skills and Specializations

While a character's Essence Scores set their potential power, their Skills and Specializations show the character's ability to use that potential. In the *Essence20 Roleplaying System*, Skills represent what your character can do, and how well. They also show what your character had a natural knack for, and what you trained to improve. How you invest your Skill Points speaks to your character's backstory and growth, and vice versa.

Skills Ranks and Skill Tests

In the **Transformers Roleplaying Game**, when you want to accomplish a task, you'll be called on to roll a Skill Test. This means rolling your d20 and a second die determined by your Rank in the Skill called a Skill Die. Add your d20 and Skill Die together and compare the results to a Difficulty (or DIF) determined by the Game Master or the Defenses of a creature you're trying to affect.

The more Skill Points you invest in a Skill, the higher your Skill Die. Your first Skill Point gets you a d2 Skill Die. A second Skill Die in the same Skill gets you a d4 Skill Die. The highest Rank you can reach in a Skill is d12, although certain circumstances, explained later, can let you treat your Skill as if it was even higher.

Unskilled Rolls

If you do not have any Ranks in a Skill, you are **unskilled**. You roll unskilled Skill Tests with a Snag. That is, roll 2d20 and take the lower of the two as your result. Neither d20 counts as a Skill Die in this case, as you are unskilled in this Skill. Rolling with a Snag (as well as rolling with an Edge, and other modifiers to rolls) is covered later.

Specializations

Further defining what a character is especially good at, most Skills have **Specializations**. While the list of Skills in the **Transformers Roleplaying Game** is set, Specializations are more flexible. They narrow in on an aspect of that Skill. For example, the Driving Skill applies to the operation of all vehicles. You could Specialize in a narrower scope of vehicles, such as spacecrafts. Although the Skill descriptions later list sample Specializations for each Skill, you can work with your GM to determine if your idea for a Specialization is specific enough. You couldn't Specialize in Driving (Vehicles With Engines) for example, because that would turn every Driving Skill Test into a Specialized Skill Test. Conversely, Specializing in a one-of-its-kind custom vehicle is too specific.

When you roll a Specialization Skill Test, you don't just roll d20 + a Skill Die equal to your Skill Rank. You roll d20 + your Skill Die and every Skill Die below your Skill Rank, taking the best Skill Die result.

For example, if you have a +d8 in Targeting with a Specialization in Rifles, when you make an Attack or other Skill Test that uses your Rifle, you would roll a d8, d6, d4, and d2, choosing the highest roll from those Skill Dice and adding them to your d20 for a final result.

Skill Specializations in stat blocks are indicated with an asterisk, such as Alertness (Perception) +d6*.

Gaining Skills and Specializations

Characters gain a Skill Point to invest in a Skill Rank every time they raise one of their Essence Scores. The Skill Point must be invested in a Skill tied to that Essence. For example, when your Strength Essence increases, you can't invest that Point into a Speed Essence Skill like Acrobatics.

When you gain a Skill Point, you can invest it in one of three ways:

Gain a Rank in a New Skill: Choose a Skill in which you do not possess any Ranks yet. You gain the d2 Rank.

Increase a Skill's Rank: Choose a Skill in which you have at least a d2 Rank. Increase the Skill Die by one step for every Skill Point you Invest in this Skill. d2 to d4 to d6 to d8 to d10 to d12.

Specialize: Choose a Skill in which you have at least d2 Rank. Assign a Specialization to that Skill.

Conditioning and Initiative are exceptions to the above. Conditioning does not have Ranks, and you do not roll Conditioning Skill Tests. For every Rank you invest in Conditioning, you gain 1 Health. Initiative has Ranks, but does not have Specializations.

Combining Skills And Specializations

Although Specializations tie into specific Skills, you may find yourself in a situation where one Skill's Specialization may apply to another Skill. For example, you Specialize in Athletics (Cube), a popular Cybertronian sport that you played as a semi-pro. On a mission, you're confronted by a group of humans who are not happy to find alien robots on their planet. Based on their uniforms and equipment, you recognize them as rugby players, a sport very similar to Cube. You suggest to your GM that you can bond with these humans, athlete to athlete, and gain a benefit to your Persuasion Skill Test based on your Cube Specialization. Even though Athletics is a Strength Skill and Persuasion a Social Skill, your argument has merit and GMs are encouraged to make lenient rulings in the name of in-world logic and players investing in their characters. In this case, your GM rules that you can roll Persuasion as though Specialized, although they could have suggested rolling with an Edge or Upshift (↑).

ESSENCES & SKILLS

The following sections describe each Essence and the Skills tied to them. Each Skill details its most common uses and lists Specialization suggestions.

Strength

Strength measures your athletic prowess, raw physicality, stamina, ability to withstand damage, and the breadth of Skills that make all of the above possible.

Strength ties to your **Toughness**, your Defense for withstanding blows and working through internal physical effects.

Athletics

Stamina, muscle memory, and core power focused on a physical activity, such as climbing, jumping, sprinting, swimming, and most sports. Athletics is a primary combat Skill, used to Attack with most thrown weapons.

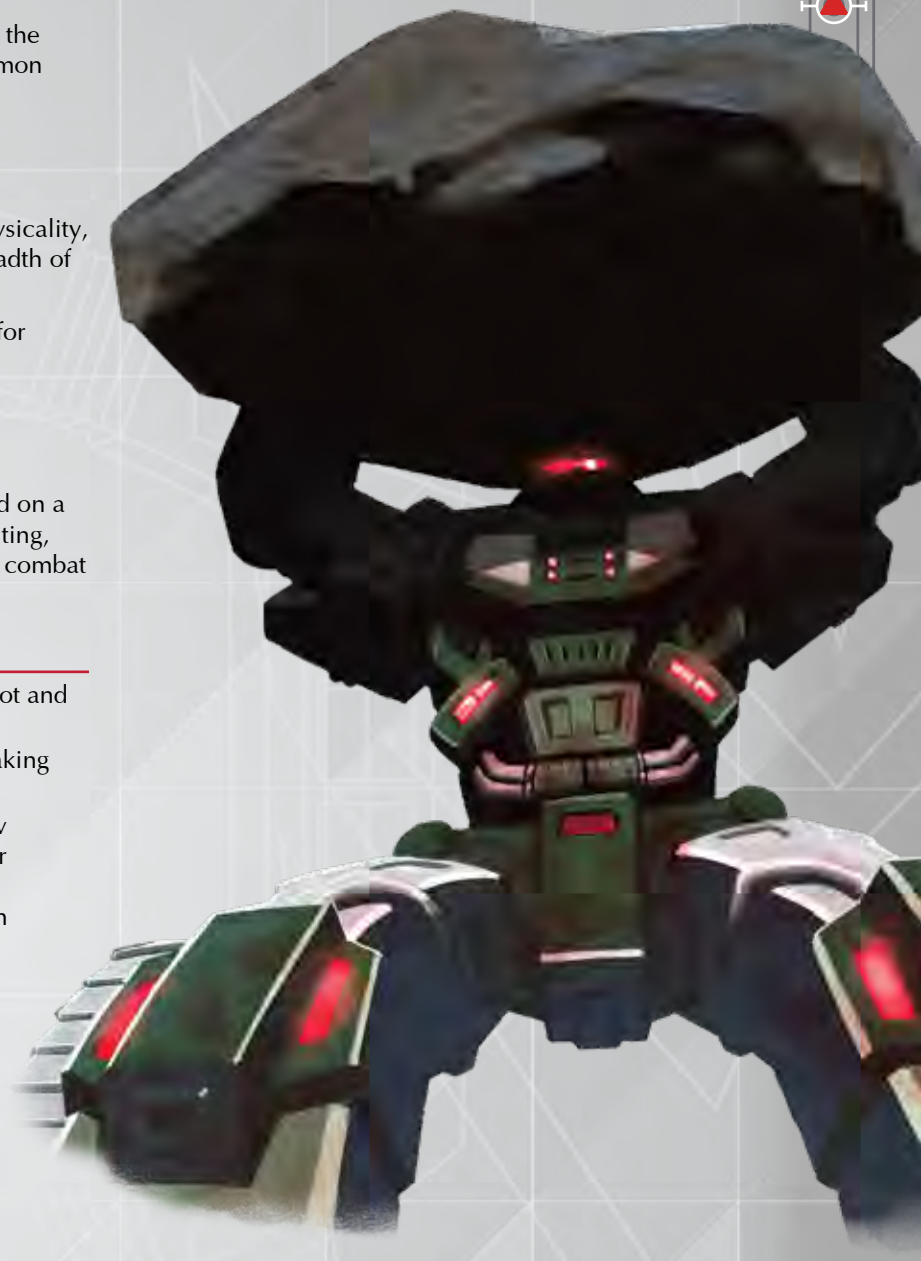
SAMPLE SPECIALIZATIONS

- **Climbing**: Scaling vertical heights by finding foot and handholds, using lengths of rope, and the like.
- **Running:** Maintaining long distance runs or making the most out of a Sprint.
- **Sports Activity:** Organized play with a narrow spectrum of focused training. Choose a sport or activity not covered by another Skill (like how archery would be covered by Targeting) to gain the benefits of specialization on Strength Skill rolls with that sport.
- **Swimming:** Traversing aquatic situations, from laps to deep dives.
- **Weapon Trait**: All weapons of a specific Trait that uses Athletics to attack.

Brawn

The measure of your tolerance for prolonged physicality. Unlike a burst of strength, Brawn covers extended, constant physical demands.

Many pieces of equipment that are not mounted to a character's Hardpoints have a Brawn requirement. If you don't meet equipment's Brawn requirement, you suffer ↓1 when using it for each Brawn Skill Rank you don't possess. Also, situations that test your mettle, like surviving a vehicle crash, call for a Brawn Skill Test.



SAMPLE SPECIALIZATIONS

- **Force**: Utilizing strength to lift, push, or drag heavy objects, such as pulling significant levels of weight behind you, most often using rope, ties, or yoke. It is a DIF 10 Brawn Skill Test to drag double your Carrying Weight at half Movement rate for one minute; DIF 20 to triple, 30 to quadruple, etc.
- **Endurance**: Tapping into your physical reserves, such as on a forced march or going extended periods without fuel.
- **Mettle**: When your limits are pushed, how hard you push back, like when you're forced to eject from a crashing spaceship.

CARRYING CAPACITY

In addition to the active component of most Skills, Brawn also has a passive component. This Skill determines how much weight a character can carry, drag, and endure. Rather than a set number, a creature's carrying capacity is relative to their size. An Autobot with a Huge chassis and d6 Brawn can carry much more than a Common human with the same Brawn.

- **Unskilled:** 10% of Body Weight
- **d2:** 25% of Body Weight
- **d4:** 50% of Body Weight
- **d6:** 75% of Body Weight
- **d8:** Equal to Body Weight
- **d10:** 150% of Body Weight
- **d12:** Double Body Weight

Conditioning

Conditioning helps you get tough through training and modifications, as well as learning how to take a hit and the safest ways to recover. For each Skill Point invested in Conditioning, you gain 1 Health.

You can invest up to six Skill Ranks in Conditioning. This Skill does not have Specializations.

Intimidation

Getting your way using your physical presence to imply the potential for harm, whether in combat or in conversation.

SAMPLE SPECIALIZATIONS

- **Distract**: Pulling another creature's focus away from their task through your physical threats.
- **Frighten**: Causing another being to panic, likely fleeing from your presence or freezing in place.
- **Taunt**: Provoking a target to further interact negatively with you.

Might

Short bursts of raw power. Might is a primary combat Skill, used to Attack in close combat with power and force.

SAMPLE SPECIALIZATIONS

- **Grappling**: Overpowering an opponent and holding them against their will.
- **Martial Arts**: The study and mastery of a power-based Cybertronian martial arts, such as Crystalocution.
- **Weapon Classification**: A weapon Classification that uses Might to attack, such as heavy swords or clubs.
- **Weapon Trait**: All weapons of a specific Trait that uses Might to attack, such as Blunt or Silent.

PUSHING AND SHOVING

When a character wishes to Push/Shove another creature or object, they must spend a Standard action to do so when they are adjacent. They must then perform a Might (Grappling) Skill Test, applying the following dice shift modifiers:

- ↑1 for each Size Class larger you are than the target
- ↓1 for each Size Class smaller you are than the target
- ↑1 for each 20 feet of straight-line movement taken toward the target immediately before the action
- ↓1 for each skill level in Brawn the target possesses IF it has the chance to brace, hold on, dig in, etc.
- The skill test suffers a Snag if the target is rooted, anchored, or otherwise attached to its location.

The Difficulty of this Skill Test is 12, with each successful effect moving the target directly away from you a distance equal to your natural Reach (based on Size Class, see page 155), or knocking the target Prone. A critical failure on a Push/Shove attempt knocks you Prone at the point of impact.

Speed

Speed measures your agility, coordination, manual dexterity, reflexes, and fine motor skills.

Speed ties to your **Evasion**, your Defense for avoiding blows and quickly getting out of harm's way.

Acrobatics

Balancing across a high wire, carefully moving around a laser grid trap, and performing flips and cartwheels. Any time you're maintaining your equilibrium and balance while in motion, Acrobatics comes into play.

SAMPLE SPECIALIZATIONS

Balance: The ability to stay upright and in control of your Movements despite outside stimuli or loose or narrow footing.

- **Coordination**: Using your hands in concert with your body.
- **Escape**: Working your way out of restraints by twisting, jerking, and bending.
- **Gymnastics**: Moving gracefully, such as with flips, cartwheels, or parkour.

Driving

As a natural driver, you can choose to maneuver your Alt Mode through your Driving Skill. Additionally, even Cybertronians can get in the driver's seat and control vehicles, providing you can fit.

SAMPLE SPECIALIZATIONS

- **Air**: Piloting aerial vehicles and flying Alt Modes.
- **Land**: Bikes, cars, snowmobiles, tanks, and anything in between that run on wheels, treads, or skids, including most Alt Modes.
- **Sea**: Serving as captain or skipper on anything from a sailing ship to an aircraft carrier, as well as seacraft and submarine Alt Modes.

Finesse

Fast or precise application of dexterity and agility. Finesse is a primary combat Skill, used to Attack in close combat with delicacy and coordination.

SAMPLE SPECIALIZATIONS

- **Dexterity**: Controlling or maneuvering small objects with fine precision.
- **Martial Arts**: The study and mastery of agile Cybertronian martial arts, such as Metallikato.
- **Weapon Classification**: A weapon Classification that uses Finesse to attack, such as specific swords or knives.
- **Weapon Trait**: All weapons of a specific Trait that uses Finesse to attack, such as Maneuver or Sharp.

Infiltration

Remaining hidden, moving undetected, and evading capture. Infiltration also includes overcoming physical security measures and tricks of manual dexterity.

SAMPLE SPECIALIZATIONS

- **Burglary**: Picking locks, disabling traps, and leaving no traces behind.
- **Sleight of Hand**: Utilizing misdirection and manual dexterity to pick pockets, palm objects, plant items, and smuggle things on your person.
- **Shadow**: Following a target unseen and utilizing social infiltration, such as blending in with other vehicles or convincingly using temporary modifications such as paint jobs or wraps.
- **Stealth**: Moving and acting quietly while avoiding detection.

Targeting

Firing ranged weapons while judging for distance, arcs, wind-drag, and other factors. Targeting is a primary combat Skill, used to Attack with most ranged weapons.

SAMPLE SPECIALIZATIONS

- **Vehicular Weaponry**: Operating as a gunner on a separate vehicle's weapons that aren't your Hardpoint or hand-held weapons.
- **Weapon Classification**: A weapon Classification that uses Targeting to attack, such as Rifles or Grenades.
- **Weapon Trait**: All weapons of a specific Trait that uses Targeting to attack, such as Sniper.

Smarts

Smarts measures your capacity for learning, memorization, understanding, logic, and problem solving.

Smarts ties to your **Willpower**, your Defense against confusion, fear, and mental attacks.

Alertness

Perceiving the world around you, including threats, clues, and opportunities, and deciphering them into useful information.

SAMPLE SPECIALIZATIONS

- **Insight**: Judging another's intentions, detecting patterns in speech or behavior, and determining motivations and truth.
- **Investigation**: Searching an area for specific details, hidden images, items, and other secrets in the scene. Investigation generally takes time – from minutes to hours to comb a location for information.
- **Perception**: Taking in a scene around you quickly through natural senses. This is not a deep search for specifics, but rather the collective make-up of information about the present scene.
- **Situational Awareness**: Utilizing trained senses to read a situation for danger, including finding the nearest exits, evaluating the possibility for an ambush (and if so, from where), and other tactical information.

Initiative

Readiness for physical confrontation. Initiative is rolled to mark the beginning of combat and to determine turn order. If there's a question of what happens first when two PCs attempt to act simultaneously, use the Initiative Skill if parties can't come to a mutual decision and a Contested roll isn't appropriate.

Learn more about Initiative in **Chapter 9: Combat**.

Initiative does not have Specializations. Like other Skills, if you do not have Ranks in Initiative, you roll with a Snag.

Culture

Recalling and understanding information about people and groups, including their history, customs, art styles, cuisines, and other aspects of society. Culture is also learning about languages, including communicating when there is no shared language or quickly picking up enough words to get by.

SAMPLE SPECIALIZATIONS

Classified Intel: Representing a focus on military culture, specifically on secret operations, special forces, enemy dossiers, and other need-to-know intel.

- **History**: Knowing specific notes or moments in the local history, or the history of a specific culture.
- **Linguistics**: Studying languages, allowing characters to learn useful phrases, understand meaning even if there is no shared language, and decipher archaic and dead languages.
- **Planetary**: Knowledge of a specific planet or location outside of Earth or Cybertron, as well as its general geography, history, and inhabitants.
- **Psychology**: Understanding how the mind works and using that knowledge to predict behavior.
- **Specific Culture**: Interest in and study of a particular people.

Science

Understanding and applying the scientific method, how hypotheses work, and the calculation of the logical path to a definitive answer.

SAMPLE SPECIALIZATIONS

- **Medicine**: Knowledge of anatomy, diagnosis, care, and treatment. Cybertronians use Science (Medicine) to save organic lives.
- **Specific Subject**: Expertise in an explicit discipline of Science, such as Biology, Chemistry, Physics, Zoology, and more.

Survival

Getting by in and utilizing wild and dangerous environments. Is that plant poisonous to humans? Does this substance have trace Energon? Did the Decepticons go this way in the forest toward their secret hideout?

SAMPLE SPECIALIZATIONS

- **Foraging**: Identifying and scavenging Cybertronian food, Energon, and other supplies from the environment.
- **Camping**: Creating a safe, sheltered location outdoors that is protected from the elements and Threats.
- **Specific Environment**: Prowess in specific climate and terrain, such as Deserts, Forests, or the Arctic.
- **Tracking**: Tracking and following a creature based on signs left behind, from broken twigs to disturbed earth and more.

Technology

Innovation, engineering, applied mathematics, and the research, experimentation, design, and use of computers and machinery.

SAMPLE SPECIALIZATIONS

Advanced Technology: Knowing what to do when faced with unusual and advanced technology, such as high tech equipment found in government science labs, new Cybertronian tech, or even technology from unknown planetary origins.

- **Communications**: Experienced with equipment for broadcasting, jamming, unjamming, encryption, and decryption.
- **Computers**: Using computer software or hardware for intended purposes or otherwise, including modding, hacking, and more.
- **Engineering**: Working out complex physical problems to create, modify, and destroy machines and objects.
- **Explosives**: Knowing how to create, arm, and disarm explosive devices.
- **Repair**: Seeing to the health and well-being of Cybertronians and the upkeep of vehicles.
- **Specific Technology**: Expertise in one particular type of technology, such as artificial intelligence, drones, mechanics, robotics, and more.

Social

Social measures charm and charisma, power of personality, and overall wit.

Social ties to your **Cleverness**, your Defense against verbal manipulation, propaganda, and psychological attacks.

Animal Handling

Caring for, training, and otherwise manipulating animal life. For Cybertronians, Animal Handling applies to all animals, native to any planet, including Cybertronian wildlife.

SAMPLE SPECIALIZATIONS

- **Calm:** Make an aggressive animal comfortable in your presence.
- **Pet**: Working with an animal companion, although uncommon, to accomplish tasks in concert and communication.
- **Training**: Teaching animals behaviors, tricks, or talents through repeated reinforcement. This can be helpful in situations where robotic presence isn't conducive to the mission, but where humans can't be trusted.

Deception

Lying through direct falsehood, misdirection, body language, and other methods to conceal the truth.

SAMPLE SPECIALIZATIONS

- **Bluffing**: Telling outright lies without giving away tells.
- **Disguise**: Altering your physical appearance, mannerisms, and voice to pass as someone else.
- **Distraction**: Keeping others' attention on you rather than the world around them through misdirection.

Performance

Any form of artistry, talent, or other creative outlet, like dance, singing, comedy, painting, poetry, cooking, and other artistic pursuits.

SAMPLE SPECIALIZATIONS

- **Literary Arts**: Fiction, drama, poetry, and prose
- **Performing Arts**: Dance, music, and acting
- **Visual Arts**: Architecture, ceramics, drawing, mapmaking, painting, photography, and sculpting

Persuasion

Convincing others to do or see things from your point of view through conversation and body language.

SAMPLE SPECIALIZATIONS

- **Diplomacy**: Interacting socially with others in the fashion acceptable for your current situation.
- **Embellishments**: The ability to pad the truth with additional information and slight alterations to the facts to make them even more attractive of an option.
- **Flattery**: The ability to use sweet words, friendly descriptions, and potentially sycophantic details to make someone consent to your requests.
- **Truth**: Using plain and simple facts to make your point of view the obvious choice to follow.

Streetwise

Walking the walk and talking the talk in urban environments, knowing where to go, who to talk to, or more importantly who *not* to.

SAMPLE SPECIALIZATIONS

- **Black Market**: Connecting with and acquiring goods and services outside of traditional means.
- **Crime**: Using knowledge and lingo to perceive and identify crime and criminal organizations.
- **Gossip**: The ability to seed the street-level populace with a topic and listen for what kind of rumors, lies, and possible clues come back about it over a short amount of time.
- **Transportation**: Includes everything from avoiding traffic to the best smuggling routes and even escaping an area or city without being noticed.

USING SKILLS

No matter the reason, anytime you wish to use a Skill, you perform a **Skill Test**.

Step 1: Choose Skill

Based on the situation, determine the best Skill to accomplish your goal. Typically, you propose a Skill to the GM, or the GM tells you which Skill best applies. Often, multiple Skills will apply equally. For example, both Infiltration's burglary aspect and Technology's knowledge of programming can be used to overcome an electronic lock. Likewise, other Skills could apply but by a longshot. A character could try Might on that electronic lock, but since locks are primarily designed to hold strong against physical attacks, the GM could set a higher DIF.

When choosing the Skill a situation calls for, keep in mind whether any of your Specializations come into play.

When deciding on the right Skill for the Test, it is important for the GM to allow players freedom of choice, if possible. The *Essence20 Roleplaying System* is based on collaborative storytelling and rolling high numbers on dice; if a player can convey how another Skill would function better or more entertainingly in a scene, GMs are encouraged to let them use it. However, if a GM refuses, players need to remember that the GM is aware of far more contributing factors than they are and trust their call.

Step 2: Skill Dice Shifts

Check to see if your character has any Perks or effects that grant them shifts (Upshifts, indicated with a ↑ for a positive modifier, and Downshifts, indicated with a ↓ for a negative modifier). Next, ask the GM if there are any positive or negative shifts impacting your roll. Once all Upshifts and Downshifts are determined, find your Skill Die on the Skill Ladder. Move up the ladder equal to the number of Upshifts, and down the ladder equal to the number of Downshifts. Once all applicable dice shifts are calculated, you've determined the Skill Die to roll.

Unlike when investing Skill Points, dice shifts can raise your Skill Die above a d12, below a d2, and unlock specific effects. These are listed on the Skill Ladder, and detailed below.

TABLE 6-1: THE DICE SHIFT LADDER

[Auto Critical Success]
[Auto Success]
[3d6]
[2d8]
d12
d10
d8
d6
d4
d2
Base Die
[Auto Fail]
[Auto Fumble]

[ ] = These are steps on the Dice Shift scale that aren't attainable as 'normal' positions by Player Characters. They are only used on Shifts from Size, Skills, equipment, or special circumstances.

Auto Critical Success: This is treated as an Auto Success result, but with an additional positive effect.

Auto Success: You can choose not to roll and take a standard success on the Skill Test. If you choose to roll, hoping for a Critical Success, roll 3d6 Skill Dice. You must accept the result of the roll.

[3d6]: Roll 3d6 (three 6-sided dice) as your Skill Dice. Unlike when you roll Specialization, you add these three dice together to determine your Skill Die results. If you are rolling 3D6 on a Skill Test and you are Specialization, keep track of which 3d6 you add together and which d6 is on its own.

[2d8]: As with 3d6, but roll 2d8 as your Skill Dice.

Base Die: Losing any Skill Dice, attempt the Skill Test with a single d20.

Auto Fail: You fail the Skill Test, no dice are rolled.

Fumble: You fail the Skill Test without rolling and the GM determines what detrimental effect takes place. Your team gains a Story Point.

Step 3: Edge, Snag, or Both?

Another form of modifier is Edge and Snag. Unlike Upshift and Downshift, which modify Skill Dice, Edge and Snag affect the d20.

After determining your final Skill Die, determine if you benefit from an Edge, suffer a Snag, or both?

When you have an Edge, you roll a second d20 and choose the higher of the two d20s for your result.

Suffering a Snag works similarly, you roll a second d20 but choose the lower of the two d20s for your result.

Multiple applications of either aren't counted – if you have two sources of an Edge or a Snag, you still only roll one additional d20. Any time you would have both an Edge and a Snag on a roll, you have neither, and instead, roll one d20 like a normal Skill Test.

When you have an ability that lets you reroll a d20 die, such as spending a Story Point, you can reroll or replace one d20 during the Skill Test with an Edge or Snag. You still take the higher or lower of the two.

Edge and Snag versus Upshift and Downshift

Many abilities provide an Edge, a Snag, ↑ or ↓. However, GMs can also determine that the situation impacts a character's ability to accomplish a task, and if so, how.

Generally, Edge and Snag represent broad circumstantial benefits and luck. ↑ or ↓, on the other hand, directly affects competency. So if Cliffjumper needs to find his way through a city, bad weather will cause him to suffer a Snag. A GPS giving him directions will grant ↑.

Step 4: Determine Difficulty

Skill Tests roll against the difficulty or DIF of the task. Attacks and certain abilities target a creature's Defenses, which makes the DIF of the Skill Test the appropriate Defense. For other Skill Tests, the GM determines the DIF based on the complexity of what's being attempted. The more complex a task, the higher its DIF.

The Typical Skill Difficulties table shows benchmark DIFs.

TABLE 6-2: TYPICAL SKILL DIFFICULTIES

TASK TYPE	DIF
Extremely Simple	5
Routine	10
Challenging	15
Hard	20
Formidable	25
Nearly Impossible	30

Generally, the GM doesn't reveal the DIF of a Skill Test, although some GMs prefer transparency in this regard.

GMs shouldn't rate DIF based on the character attempting the task but the task itself. If one character Specialized in Athletics (Climbing), and another is unskilled in Athletics, the same fence wouldn't be Extremely Simple for the expert climber but Hard for the inexperienced climber. That doubles the reward and penalty for competence. Instead, set the DIF of the task (probably Routine, or DIF 10) and let each character's Skill determine how well they succeed.

Contests

When two characters' efforts are directly opposed, such as when Megatron and Jazz both reach for the same piece of tech or when Arcee tries to hide something from Starscream, a contested roll occurs.

Both characters roll Skill Tests appropriate to their efforts in a contest, applying all bonuses and penalties as normal. These can be the same Skill if all involved are attempting the same action, such as Brawn for two characters arm wrestling, or different Skills if success depends on individual talents, such as Infiltration vs. Alertness when one character is sneaking up on another. Then, instead of a static DIF, compare totals. The character with the higher total wins the contest.

If the contest results in a tie, there is no change to the situation. In some cases, this may mean neither character gets the piece of tech, but in others, it can mean the hidden object stays hidden.

Step 5: Roll Skill Test

After factoring in outside contributors that modify the roll and determining the complexity of the task, roll your Skill Test:

d20 + Skill Die = Skill Test Result

For example, Ironhide tries to barrel through a locked gate. His player rolls one d20 plus a d6 for his Might Skill. He gets a 13 and 4, for a Skill Test result of 17.

If the Skill Test applies to your Specialization, roll not only your modified (after dice shifts) Skill Die but all of the dice types descending the Dice Ladder as well – choosing the highest numerical result on any of these dice.

ROLLING WITH SPECIALIZATION

d20 + Highest Result of all Skill Dice from your modified level down the Dice Ladder = Skill Test Result

For example, Windblade is in disguise with a new coat of paint at a car show where she suspects Decepticons plan to put the organizers in danger. Windblade has a Deception (Disguise) of d10, Disguise being her Specialization in the Skill. She rolls a d20 and receives a 15. She also rolls a d10, d8, d6, d4, and a d2, the Skill Dice from her Rank on down, receiving a 3, 7, 6, 2, and 2. She chooses the highest result, the d8's roll of 7 instead of the d10's roll of 3, to add to her 15 on the d20 for a total of 22.

You can attempt a Skill Test even if you are untrained in a Skill.

ROLLING WITHOUT SKILL RANKS

Lowest Value of 2d20 = Skill Result

If a character is unskilled but still attempts to accomplish a task, they roll the Skill Test with a Snag. This means two d20s are rolled, and the lower result is the Skill result.

For example, Kup sneaks into an alleyway, finding a guard dog ready to alert its owner that an intruder is near. He tries to calm the dog to stop it from barking and giving his position away. Unfortunately, he has no levels in the Animal Handling Skill, so he rolls 2d20 and gets a 19 and a 4. Sadly, the 4 must be used and Kup needs to make a fast getaway then plan a different way inside.

Lend Assistance

Autobots face danger at every turn, pushing themselves to accomplish difficult tasks in the name of persevering against the Decepticons. Well they don't have to go it alone. When you attempt a Skill Test, an ally can work with you, Lending Assistance on the test.

Skill Tests Are Meaningful

In the **Transformers Roleplaying Game**, GMs are encouraged to call for Skill Tests when they have a meaningful effect on the story – rolling is fun, but it can also bog down and interrupt good storytelling. While high rolls do allow characters who have invested many Skill Ranks in a certain area to shine, it also gives them the opportunity to roll 1s. In situations where there isn't significance to failure, consider recognizing that an accomplished or expert character is good enough to succeed without a roll.

The range at which you can Lend Assistance varies, depending on whether informed instructions are enough (like telling an ally attempting to defuse a bomb with a Technology Skill Test that they need to "Cut the red wire"), or if the Skill Test really needs a second set of hands (cheerleading won't help a bot lift a boulder as much as also lifting the boulder). You must be trained in the Skill being tested and have any requisite equipment for the task to Lend Assistance.

Lend Assistance grants you either an Edge or ↑1 on the Skill Test, depending on the circumstances and help provided.

You can only benefit from help when two or more characters working together would be productive – no amount of backseat driving helps when there's only room or capability for a single character to attempt the action.

Group Tests

When the whole team works together – such as trying to sneak by a patrol of guards – the skilled teammates help those who aren't. In such a situation, everyone in the group attempts the Skill Test (either rolling the same Skill or another Skill appropriate to the situation) against the same DIF. If half or more characters succeed, the group succeeds.

Step 6: Determine Results

With the Skill Test total calculated, compare it to the DIF of the Test to see if the character is successful.

Critical Success: If a Skill Dice other than the d2 rolled its highest number value (a 4 on a d4, 6 on a d6, etc) and the Skill Test is successful, this is a Critical Success. A Critical Success on a Skill Test should mean the effects of a regular success take place, plus some additional narrative form of excellence.

To Critically Succeed on a Specialized Skill Test, at least one Skill Dice other than the d2 has to roll its highest number value, even if that was not the Skill Dice used to calculate the success of the Skill Test. For example, if you roll a 4 on a d4 and a 5 on a d6, the d4 triggers the possibility of a Critical Success, even if the 6 result is used to calculate the success of the Skill Test.

Success: The Skill Test result meets or exceeds the DIF.

Failure: The Skill Test result falls short of the DIF.

Fumble: If the d20 rolled a natural 1 AND the Skill Test failed, this is considered a Fumble. The GM determines some kind of narrative description of a major mistake. However, the team learns from these mistakes and gains a Story Point.

Story Points – The Great Equalizer

In the *Essence20 Roleplaying System*, the GM and the players not only play a game together, they collectively tell the experiences of their characters, their struggles and triumphs, the world they live in, and the overall arc of the campaign. There are moments of high tension, comedy, massive success, and tragic failure. Together, you're telling a story. To help with this, you get **Story Points.**

Story Points are a renewable resource shared by all PCs. They allow you to make exceptions to the rules of the game in the name of the story of the characters or the tension of the moment.

Players keep track of a pool of Story Points together. Sessions start with 1 Story Point per Character in the pool. Players are encouraged to remind one another that they have access to Story Points when rolls don't go their way in key moments.

The Game Master also has a pool of Story Points to use for their NPCs, also starting each session with a number of Story Points equal to the number of Player Characters.

Gaining Story Points

The players Story Point pool grows when any of the following happens:

- Skill Test Fumbles;
- Particularly action-packed or exciting scenes;
- Ingenious ideas that result in moving the plot forward;
- Particularly good roleplaying scenes or playing up a PC's flaws.

The GM's Story Point pool grows in fewer ways, but at a more steady pace:

- Add 1d2+1 Story Points to the GM pool at the beginning of a major scene;
- If an NPC Critically Succeeds on a Skill Tests;
- If a PC makes an ethical decision they might regret later.

Using Story Points

Both the players and the GM can choose to spend their Story Points during a game session to have special effects on game play:

- Re-roll any die result of 1;
- Roll a Skill Test as if Specialized;
- Add +5 to a Defense before dice are rolled, or +1 to a Defense after dice are rolled;
- Gain temporary access to a minor piece of equipment or tool useful in the scene;
- Get a clue when stumped;
- Special rules requiring the expenditure of a Story Point.

Story Points are a way to make sure the rules help move the overall narrative along, keeping things like abnormally poor luck or mediocre dice rolls from turning an otherwise exciting game monotonous or frustrating.

However, remember that the Game Master is allowed to use Story Points, too. If the players are easily defeating what should have been a dangerous and memorable enemy, the GM can turn the tide of combat back in the creature's favor with the timely spending of Story Points.

Energon Points

Like Story Points, characters have access to Energon Points, a renewable resource to help make average moments exceptional.

Energon is the lifeblood of all beings that sprung from the Allspark. However, Cybertronians can also draw on their Energon in times of need to push themselves beyond their normal limits.

This reserve of extra power is represented in the **Transformers Roleplaying Game** as Energon Points. Every PC (and some key adversaries, if the GM wishes) is capable of storing a number of personal Energon Points equal to their lowest Essence Score.

For example, the Autobot Grind has Essence Scores of Strength (3), Speed (4), Smarts (2), Social (3). Grind's lowest current score is Smarts (2), allowing him to store up to 2 Energon Points at any given time.

Using Energon Points

Energon Points represent a pool of inner power Cybertronians can call upon. Characters with Energon Points can spend them in a variety of ways to reflect this connection. A character may spend an Energon Point to:

- Gain a ↑1 on a Skill Test;
- Ignore a Snag;
- Function normally for an additional 1d2 rounds after being reduced to 0 Health;
- As a Standard action, regenerate an Energon Point in another character within their natural Reach;
- Activate particularly powerful Perks, Equipment, or other game effects as described by their own specific rules.

Regenerating Energon Points

Energon can be found throughout the galaxies in many forms, from enormous fonts and caches to tiny fragments and trace amounts. For characters, this means their Energon Point reserve is not a fully finite resource, but rather a constantly replenishing one.

Under normal circumstances, characters can regenerate Energon Points in the following ways:

- Regenerate half of your Energon Points (rounding up) at the start of every in-game day;
- Regenerate 1 Energon Point at the end of any combat against Cybertronian opponents;
- Regenerate Energon Points by siphoning from an existing source of raw Energon at a rate of 1 Energon Point per Free action spent (up to the amount of Energon available in the source).

Energon Points are an important resource for Transformers characters, and their clever or tactical use could mean the difference between victory and defeat.

07

GENERAL PERKS

As you level up throughout your campaign, your character gains bonuses and abilities called Perks. Perks come in a wide variety. Role Perks, Focus Perks, and Influence Perks tie into another option you choose. There are also General Perks, a selection of options not tied to another aspect of your character.

PICKING GENERAL PERKS

At 4th, 8th, 11th, 15th, and 19th level, you get to choose a new General Perk. In order to gain and use a General Perk, you must meet all prerequisites. If at any point you no longer meet the prerequisites for one of your General Perks, you lose access to its benefits. You regain access as soon as you meet the prerequisites again. For example, Dodgy has Speed Essence 3 as a prerequisite. If your Speed is 3, and then you take 1 point of Speed Essence damage, you lose the benefits of Dodgy until you heal that Essence damage.

Some General Perks have a Prerequisite. When a Prerequisite lists a character level or Skill Rank, that is the minimum requirement to take the Perk, unless the Prerequisite says otherwise (like Green, which has a Prerequisite of Level 4 or lower).

You can only take a General Perk once for any given character unless the description says otherwise.

Acute Sense

Whether it is the result of superior subsystems gained while you were Forged or something you've cultivated in one of your subsequent Bot Modes, one of your five senses is much stronger than average. Choose one of the five senses (sight, hearing, taste, touch, or smell). You gain the following benefits:

- An Edge when rolling an Alertness Skill Test for if your chosen sense can be applied;
- ↑1 on a non-Alertness Skill Test where your chosen Sense can be applied.

The information you gain from a successful Skill Test relates to your chosen sense. If you choose sight, you'll get roughly the same information the average Cybertronian receives on a success; you're just more likely to succeed. If you choose taste, it won't appear as often as the other senses, but when it does come up, you receive a suite of information that other creatures looking around would miss.

You can choose this Perk up to five times; once for each Sense.

Additional Alt Mode

Prerequisite: Level 2

Choose a Chassis tied to an Origin. You gain the Alt Mode benefits of that Chassis as a second choice when you Convert. You cannot choose a Chassis whose Alt Mode Size is two Size Classes larger than the Alt Mode Size of your original Chassis unless you take the Size Change General Perk.

When a rule mentions your Alt Mode, assume it applies to only one of your Alt Modes, either your current Alt Mode, or the Alt Mode of your choice if you're in Bot Mode when the rule comes into play. When you gain a Perk that applies to an Alt Mode, choose which Alt Mode it applies to when you gain the Perk.

All Out Attack

Prerequisite: Might, Finesse, or Targeting d6+

During your turn, you can voluntarily take Downshifts on your attacks with Might, Finesse, or Targeting. For each Downshift you take, you deal 1 additional damage to a single target hit by the attack, but enemies gain an equal number of Upshifts to attack you until the start of your next turn.

All-Terrain Alt Mode

One of your Alt Modes can move in different ways. Choose a Movement Type you do not have access to in your Alt Mode. You gain a Movement of that Type of 20ft.

Always Alert

You're always aware of your surroundings. As a result, you gain the following benefits:

- You gain Edge when rolling for Initiative;
- You can't be Surprised while you are conscious.

Bot's Bot

Prerequisite: Deception or Persuasion d6

You can use Deception or Persuasion instead of Alertness to determine if someone is lying, disguising intentions, or hiding something. With a success on your Skill Test, you learn an important detail about the character. The GM may choose to either give you the information or allow you to pose one question.

Cross-Training

Prerequisite: Level 4

You've spent time training with other Autobots and picked up a tactic, technique, or strategy that you've adapted to your abilities.

Choose a Role other than your own. You may select one of that Role's Perks that it gains as at a level no higher than half your current level. You cannot choose a Role Perk with the same name as one in your own Role (for example, you cannot choose Extra Attack if your Role already offers it), a Focus Perk, or a level 1 Role Perk.

You can select this Perk multiple times, each time selecting a different Role to gain a Perk from.

Daredevil

Prerequisite: Driving d6 with at least one specialization.

Your control over your Alt Mode is beyond compare, giving you the following benefits:

- Gain an Edge on Initiative rolls in Alt Mode;
- ↑2 on Driving Skill Tests in Alt Mode.

Dig Deep

You have a deep reserve of fighting willpower, gaining the following benefits:

- Once per combat, you can ignore 1 Damage by taking a Snag on all Skill Tests until the end of your next turn;
- Once per combat, you can repair 1d2 Health by forfeiting your entire turn.

Dodgy

Prerequisite: Speed Essence 3

Fast and nimble on your feet, you gain +2 Evasion. Additionally, any turn where you do not move more than 5 feet, you can Defend as a Free action.

Durabyllium Super-Alloy

Your skin is made of tougher stuff than the average Cybertronian. Gain +2 Toughness. Additionally, when an opponent targets you with a Blunt, Cold, or Fire attack, they suffer a ↓1 to their attack roll.

Earlier is Better Than Later

You're always the first to get into the fight. While in Alt Mode, Free actions used for additional Movement add 10 feet to Movement instead of 5. Additionally, exchanging Free actions for additional Movement is not limited.

Educated

Prerequisite: Smarts Essence 3

You learned a lot, either as a result of long experience or because you are a voracious data miner. As a result, you gain the following benefits:

- Gain fluency in 1 Language of your choice;
- Add an additional Energon to your team's pool at the beginning of each game session;
- Act as though Specialized in a single Smarts Skill, chosen when you take this Perk, once per day.

Evasive Fighting

Prerequisite: Might, Finesse, or Targeting d6

During your turn, you can voluntarily take Downshifts on your Attacks with Might, Finesse, or Targeting to force enemies to suffer the same number of Downshifts when attacking you. You can't Downshift lower than a d2.

Fast

You are incredibly quick, gaining the following benefits:

- ↑2 bonus to Initiative;
- Increase all of your Movement types by 10 feet.

Field Repair

You're no medical bot, but you've been in enough scrapes to know the basics of Cybertronian physiology and the value of having a stocked repair kit on hand. You gain the following benefits:

- Once per scene, as long as you have a Repair Kit on you, you can Repair 1 Health on yourself or a Cybertronian ally as a Standard action without making a Technology Skill Test;
- You gain an Edge on Technology Tests to gain clues from offline or stasis-locked Cybertronians.

These abilities do not work on other lifeforms.

Fuel Efficient

Prerequisite: Level 12

When you spend an Energon Point, roll a d4. On a 4, regain the spent Energon Point.

Green

Prerequisite: Level 4 or lower

You're new to the Autobot cause, either because you have recently defected from the Decepticons or NAILs, or because you were just Forged. Your creative methods push the boundaries and teach old dogs new tricks. Three times per day, you do not suffer a Snag when you make an unskilled roll.

When you reach 5th level, replace this General Perk with another you meet all prerequisites for.

Human Companion

During your time on Earth, you've managed to make friends with an Earthling. Choose two Essences for your human companion to Specialize in. Those two Essences are equal to your current level divided by two (round up) +2. Your human companion purchases Skills and Specialties the same way a standard PC. For example, if Chip Chase has Smarts 6 (when your character is level 7), he may have Technology d10 with a Specialty in Computers and Science d2.

Who is your Companion to You?

The Human Companion Perk represents a meaningful relationship that your character has with a member of an alien species. Your Human Companion should not be nameless and faceless, replaceable if they should die. Instead, you should treat your Human Companion as a significant part of your character's story. Who is your Companion, and where do they come from? What are their concerns and passions in life? Why are they your friend? Consider your Companion's thoughts about the broader galaxy: what do they think of the existence of a non-biological alien race? What are their thoughts on the centuries-spanning Cybertronian Wars and their impact on Earth? Why are you loyal to your companion, and why are they loyal to you?

Autobots are hesitant to bring their human companions into battle with them, seeing as they are considerably frailer than the alloy-skinned Cybertronians. If, even after they've taken precautions, their Companion is injured, or worse, it devastates them. Your companion is one of your most important friends, and you should always consider that when building them and roleplaying with them.

Linguistics

You have been busy learning new languages, gaining fluency in any 3 languages of your choice.

Mayhem Attack

You're a great collaborator, someone anyone would be happy to have on their team. After making an Attack aided by an ally (such as by the Lend Assistance action or the Scientist Augment Power Role Perk), you can immediately spend a Free action to make another Attack with the same benefits.

Mentor

You have a mentor in life, either another Autobot or someone who has helped you learn new approaches to one of your Skills. Choose a Skill. You can associate that Skill with an additional Essence. For example: You choose the Intimidation Skill and Social Essence. Now whenever you gain an Essence Point in Strength or Social, you can invest the Skill Point into Intimidation.

Nose for Trouble

Prerequisite: Streetwise d6

You have a sense of when things are wrong. You gain the following benefits:

- You can use Streetwise in place of Alertness to search for clues or looking for traps;
- You gain an Edge when setting or disarming traps;
- In situations where you are sneaking or trespassing, you can use Streetwise instead of Initiative to set your turn order;
- You can spend a Story Point to modify your location in a minor way, such as adding an exit (for example, a hidden door or a tunnel through an underground hideout). Note that this modification can take work to utilize (such as the door being locked or the tunnel being caved in). Escape may get you out of one jam, but it could lead you to a worse one (such as the door leading directly into the guards' break room).

Now You Don't

Rivals have trouble seeing you, even if you're hiding right in front of their optics. While in Alt Mode, when taking the Hide action, add 5 to your Skill Test result. Additionally, as long as you remain in Alt Mode, you are considered to have Cover until your next turn, even when out in the open.

Object Alt Mode

You can change your Alt Mode to resemble a mundane object, decided upon when this Perk is chosen. It can be up to two Size Classes smaller than your Bot Mode. While this Alt Mode has a base Movement value of 0, it grants Edge to all skill tests involving hiding, blending in, or eavesdropping in applicable surroundings.

Pack Mule

Prerequisite: Brawn d2

Your Brawn is considered two points higher for carrying capacity and satisfying equipment requirements. You can carry 3 additional hands of weapons.

Photographic Memory

Prerequisite: Smarts Essence 4

Your memory buffers are much larger than the typical Cybertronian, allowing you to recall the tiniest details with ease from anything you've seen in the last six months.

Quick Change

Your transformation cog moves like greased lightning, and one of your conversion sequences is near instantaneous.

Select one conversion sequence (such as Alt Mode to Bot Mode, Bot Mode to Alt Mode, or from one specific Alt Mode to another if you have multiple Alt Modes). That specific sequence only requires a Free action.

This Perk can be taken multiple times, once for each conversion sequence.

Rapid Attack

Prerequisite: Targeting d6

You are well-versed in using non-integrated weaponry. When you attack with a weapon in an External Hardpoint, you can spend 2 Free actions to make an additional attack with the same weapon once per turn.

Razor Tongue

Prerequisite: Social Essence 4

You are the master of the pithy comeback. Gain +2 Cleverness. Additionally, you deal 1 additional Damage on attacks that successfully target an enemy's Cleverness.

Remove & Rebuild

When a Defeated ally is down in a key area, you know the secret of a good R&R – removing and rebuilding a crucial piece. If an ally is Defeated, you can use a Standard action and expend a Repair Kit to revive that ally with one remaining Health. Additionally, their Toughness and Evasion Defense increase by +1 until the end of their next turn.

Sharpshooter's Grace

Prerequisite: Targeting d6

Your aim is near perfect with ranged weaponry, granting you the following benefits:

- You no longer suffer a Snag when making a ranged attack outside a weapon's normal range;
- You gain ↑2 on ranged attacks made at targets farther than 30 feet away.

Size Change

Your Alt Mode is significantly bigger or smaller than your Bot Mode. Taking this Perk once means your Alt Mode is one Size Class larger or smaller than your Bot Mode.

You can take this Perk multiple times, once for each Alt Mode you want to change in size. This does mean you can have one Alt Mode two Size Classes larger than another.

Team Player

You're good at working with a team. If you spend a Standard action to Lend Assistance in a dangerous situation, the action generates one Story Point, if successful.

Terrifying Presence

Prerequisite: Intimidation d6

Something about you terrifies others. Intimidation is a Social Essence Skill for you in addition to a Strength Essence Skill. When you use Intimidation against a Target's Willpower, you can either:

- Deal 1 Damage;
- Inflict the Frightened Condition for one turn;
- Deal 1 Stun.

Tongues

Prerequisite: Linguistics Perk or know 4+ Languages

Your known languages shift as needed. At the start of a mission, you choose half of your known languages; the rest you can declare you know at any time. This includes languages that you would have little chance of learning (ancient Cybertronian, for instance). You have an Edge on Skill Tests involving language, such as cracking codes, solving ciphers, and witty repartee. In encounters where rolls do not help, you may instead get a free clue from the GM.

Veteran

Prerequisite: Level 8

You're an established Autobot veteran and call upon deep reserves of courage, confidence, and experience. Three times per mission, you can reroll a d20 on a Skill Test as long as you aren't suffering a Snag.

Weapon Master

Prerequisite: Targeting d6

You are versed with weapons in your Internal Hardpoints. When you Attack with a Weapon equipped to an Integrated Hardpoint, you can spend 2 Free actions to make an additional Attack with the same Weapon once per turn.

Mini-Con Perks

Although Mini-Cons have a lot in common with their fellow Cybertronians, their small stature and unusual Alt Modes give them access to their own suite of options.

Enhanced Sensors

Improved sensors give the bot additional information. This Mini-Con gains the Acute Senses General Perk. This upgrade can be taken multiple times, each time applying to an additional sense.

Improved Weapon

The bot wields a more advanced weapon.

Replaces one of its weapons with one of the same availability or of an availability one step higher. MiniCon's Hammer Hand and Mini-Laser are considered Standard weapons.

Mini Armor

Extra layers of armor protect the drone's moving parts and motherboard. The Mini-Con gains +2 Toughness.

Quick Little Thing

Being so small has its advantages. The Mini-Con gains +2 Evasion.

Remote Skill System

Prerequisite: Purpose is a Smarts or Social Skill

Projectile tools and amplifiers allow this bot to be effective at a greater range. This Mini-Con can use their purpose at a range of up to 50ft.

Shield Companion

This bot acts in your Defense, moving to intercept fire or confuse attackers.

This Mini-Con provides you with a +1 bonus to both Toughness and Evasion when you are adjacent to one another.

08

EQUIPMENT

Cybertronians often see themselves as self-sufficient. With enough Energon and the right Alt Mode, they don't need much else. But as the war drags on, many realized the value of new technology. Because even if you can turn into a tank, it's good to have a repair kit handy.

The equipment cataloged in this chapter includes: Weapons, Armor, Kits, and Support Equipment. Each section details the acquisition and use of such equipment, including rules for customizing and personalizing equipment.

Integrated Hardpoints

You begin play with two Integrated Hardpoints (Body). Integrated Hardpoints are locations where weapons and equipment can be installed within your chassis.

When you install a weapon to a Hardpoint, decide whether it is hidden in Alt Mode, needing a Free action to deploy before you can use it, or if it's obvious in Alt Mode, usable at will but limiting how often your Alt Mode is appropriate to the environment.

Weapons installed in Integrated Hardpoints reduce their size to Integrated and lower their Brawn requirements (if any) by one die (a requirement of d4 Brawn becomes d2). However, you suffer ↓1 on attacks with Integrated Hardpoint weapons if you moved up to your normal Movement this turn, or a ↓2 you moved above your normal Movement, such as by pushing yourself with Free actions.

REINFORCED HARDPOINTS

Weapons fired from Reinforced Hardpoints negate ↓1 from moving in the same turn you attack. This means you suffer ↓1 for attacking with a Reinforced Integrated Hardpoint weapon after moving above your normal Movement this turn, and no penalty for attacking with a Reinforced Integrated Hardpoint weapon if you moved up to their normal Movement this turn.

LIMITATIONS

Some Hardpoints can only install specific types of Equipment. They are designated Weapon Hardpoints or Non-Weapon Hardpoints.

Hardpoints

Cybertronian characters are limited in how much equipment and weapons they can carry onto the battlefield by their Hardpoints, a location on their body that equipment can be built into, or held with. Most equipment requires at least one Hardpoint, and some require more. Hardpoints can be located either on the Cybertronian's body (like their shoulders, back, head, or legs) or in their arms. All Cybertronians begin play with 4 Hardpoints (see below), but Roles, Perks, and Origins may add to these.

External Hardpoints

You begin play with two External Hardpoints. External Hardpoints represent what you can hold in your robotic mitts and are the more flexible of the two types of Hardpoints. Weapons and Equipment carried in External Hardpoints have no modifications and are subject to being disarmed. External Hardpoints can't be used in Alt Mode.

Assignment and Requisition

Although Cybertronians have their own currency (called shanix or credits), in the **Transformers Roleplaying Game**, characters do not purchase their equipment. Instead, PCs are assigned equipment for missions and allowed to request access to other items. Ideally, every soldier could access every item they feel they need for every task, but that is unrealistic— resources on Earth are tight, and the Autobots have to get the most use out of everything they have.

When assigned to a mission, you receive a combination of Standard Issue Equipment, a selection of Mission Critical Items, your Integrated Hardpoint and Personal Gear, and your Qualified Equipment. Additionally, you are issued a requisition budget. The more successful missions you return from, the greater equipment allowance you are assigned.

Standard Issue

Every Autobot has access to a Blaster and Close Combat Blade or Bludgeon, and a Rifle or Shotgun. You also have access to any combination of two Frag and Concussion Grenades. Every Autobot is trained to use these Standard Issue Weapons.

Mission Critical Items

Your team receives a limited supply of specialized equipment, without which the mission would be impossible. This can include anything as simple as a specific brand of stealth paint for avoiding radar detection to a Mobile Autobot Repair Bay (M.A.R.B.) for hazardous missions. When possible, extra mission critical items are provided. However, because these items tend to be rarer, that is not always possible. The mission-critical items listed in a mission loadout are assigned to your team, not each Autobot in that team.

Integrated Hardpoint and Personal Gear

For each Integrated Hardpoint location on your Chassis, assign appropriate gear to it. To assign a Weapon to an Integrated Hardpoint, you must be Trained or Qualified with the Weapon, or gain a specific weapon regardless of training from a Perk. You gain your Integrated Weapons without needing a requisition test. Two-Handed Weapons need to be installed to two Integrated Hardpoints.

You can bring approved personal items along on missions. As you level up, you gain opportunities to customize and create equipment between missions. This includes customized weapons, armor, and gadgets that you have purchased or engineered between tasks.

Qualified Equipment

Your Role and General Perks might also list Weapons you are Qualified to use. Unlike Weapon training, you can access any equipment you are qualified in without requisitioning it. For example, Gunners are qualified in Limited Ballistic Weapons. They can choose any Weapon with the Ballistic trait of Limited availability to take on their mission, no questions asked and, more importantly, no Requisition Test required.

Requisition Budget

In addition to the above, you can request access to the armory. This can include uncommon items and superior-grade equipment. You can requisition any kit, and any armor upgrade or weapon you are Trained to use (as listed in your Role's Equipment Training and Qualifications).

Some missions list how many requisition attempts your team can make and how many total requisitioned kits and upgraded weapons the unit is allowed for the mission. If a mission doesn't list a requisition budget, assume your team has a budget equal to 3 attempts per PC. These attempts are pooled together, so a character less dependent on equipment can offer their share of requisition attempts to a character defined by their gear.

Choose the equipment you are requisitioning, including any upgrades, then make a Skill Test related to the use of the equipment. For example, requisitioning a restricted firearm requires a Targeting Skill Test. Requisitioning Armor Upgrades requires Athletics or Might if it provides a bonus to Toughness, and Acrobatics or Finesse if it provides a bonus to Evasion.

Compare your result to the equipment's Availability DIF. Failure means your request is denied, and one of your team's requisition attempts is wasted. Success means the request is approved, and you can use the requisitioned item on this mission. This does mean you can requisition prototypical and even theoretical equipment. If skill or luck is on your side, you can access rare and powerful items for your mission. It is your responsibility as an Autobot to know when it is worth potentially wasting a requisition attempt in the name of equipment that contributes to the success of your mission and when you are just wasting everyone's time.

You can requisition upgrades for your Standard Issue Weapons and Integrated Hardpoint weapons. If you fail your Requisition test, you do not gain the upgraded version you requested, but you can still take a non-upgraded version on the mission.

Load Out Limits

As an Autobot, you may be tougher than most, but even you have your limits. Instead of tracking mass and volume, the **Transformers Roleplaying Game** handles carrying capacity broadly. Assume your character has enough cargo space, hidden compartments, and magnetic clamps to carry everything.

For weapons you will use with your External Hardpoints, you can carry "six hands" of weapons in your load out. Weapons list the number of hands required to use them effectively. You can have any combination of equipment on you as long as the total number of hands required to yield them all does not exceed six.

Weapons installed to your Integrated Hardpoints do not count against your six hand limit.

TABLE 8-1: UPGRADING EQUIPMENT

		UPGRADE				
		Standard	**Limited**	**Restricted**	**Prototypical**	**Unique**
EQUIPMENT	**Standard**	Standard	Limited	Restricted	Prototypical	Theoretical
	Limited	Limited	Restricted	Prototypical	Theoretical	
	Restricted	Restricted	Prototypical	Theoretical		
	Prototypical	Prototypical	Theoretical			
	Unique	Theoretical				

Energon Tools

You can spend an Energon to create an Armor Upgrade, a Weapon or Kit that lasts for a scene. If you create an Armor Upgrade or Weapon that you are Trained or Qualified in and meet its prerequisites, or you create a Kit that you meet the prerequisites for, it costs 1 Energon Point to create the Energon Tool. Otherwise, it costs 2 Energon. Energon Tools use the statistics listed here for such items, without any restrictions on Availability, and Load-Out Limits.

Equipment Properties

The following terms define how different equipment categories operate and how to access them. When a term is not listed, it does not apply to that equipment category.

Type: The broad term commonly used to describe the equipment.

Category: What the equipment is in the broadest terms. The types of equipment are weapon, gear, and kit.

Availability: The difficulty in requisitioning such equipment. Generally, the higher the Availability DIF, the more powerful or versatile the equipment.

AVAILABILITY	DIFFICULTY
Automatic	0
Standard	0
Limited	10
Restricted	15
Prototype	20
Unique	25
Theoretical	30

Automatic: There are two types of automatic items:

- Non-equipment that operates like equipment, like a fist or an Alt Mode.
- Accessibility and assistive items, like a cane when your leg needs repair.

Standard: Equipment available to every Autobot on every mission.

Limited: Complex or expensive items that require additional training or trust.

Restricted: Dangerous gear in the wrong hands or items with limited tactical application without highly specialized training.

Prototype: Not-yet-approved items looking for a field test, like anything Wheeljack has made.

Unique: One-of-a-kind items. Before a Unique item can be requisitioned, it must be established, such as discovered on a mission or created as a theoretical item that is successfully requisitioned and returned after a mission.

Theoretical: Equipment that does not exist yet but the right combination of existing equipment and upgrades could make it exist, like anything Wheeljack hasn't yet created.

Upgrading equipment impacts its Availability. When requisitioning equipment, first apply all desired upgrades to the base equipment one at a time, starting with the lowest Difficulty and working up.

Classification: A technical description of the equipment.

Requirements: Additional qualifications that must be met in order to use the equipment as intended, such as a minimum Essence Score or Skill Rank. More complex equipment has more or higher requirements.

Range: The normal range and long range at which the equipment can affect a target, and sometimes the minimum range at which the weapon is effective. For equipment with a range of Reach, the Reach of the user determines its effective range, as summarized on page 155.

Hands: How many hands it takes to use the equipment as intended.

Effects: The intended consequence of using the equipment. Typically a weapon's effect is an amount of damage but can also include being stunned, incapacitated, or other debilitating effects.

Alternate Effects: Some weapons are intended to be used in more than one way or are easily used in unintended ways. Typically, alternate effects have a consequence of using them in this way, such as a Downshift in the Skill or Attack Test. Some weapons have more than one alternate effect. Each option is separated with a comma.

When attacking with a weapon with alternate effects, declare which effect you are using before making your attack. When you score a Critical Success with a weapon with alternate effects, you apply an additional effect to the attack. For example, if you critically succeed with a long blade, you also affect a second or second and third target within range.

Traits: Pertinent information about the operation of the equipment. For example, Silent denotes equipment that makes no noise when used, ideal for stealth missions.

Weapons

The **Transformers Roleplaying Game** handles weapons broadly, based on their traits rather than individual entries with subtle differences for all weapons created or carried over millions of years. It is the soldier's training, and how they modify their weapons, that set them apart.

Classifications

Weapons are classified based on a combination of the Skill required to use them and the size and style of the weapon itself.

Skill

A weapon's Skill describes the Skill used to attack with it.

Athletics: Attacking with this weapon takes a strong, steady hand, akin to how an athlete throws a ball. Example: A javelin or empty pistol.

Might: The effectiveness of this weapon depends on the physical power behind the attack. Example: An energy ax or steel girder.

Finesse: This weapon requires a swift hand and agile attacks. Example: A whip or a lasso.

Targeting: Your steadiness and accuracy close the gap against distant targets. Example: A rifle or harpoon.

Technology: You aren't wielding a weapon, you are operating the weapon's computer system. Example: A drone or ship-based weaponry.

Size

A weapon's Size describes how easy it is to carry, draw, and wield. From smallest to largest, weapons sizes are Integrated, Sidearm, Medium, Long, and Heavy. This is relative to the user's size. For example, a blaster in a Cybertronian's hands would be considered massive for a human to wield.

Integrated: A weapon built into the attacker's body - like a fist or Alt Mode weaponry - or worn with minimal encumbrance - like wrist rockets. An Alt Mode's ramming damage is also considered an integrated weapon. Integrated weapons can't be disarmed and don't need to be drawn to be wielded. They take 0 hands to wield.

Sidearm: A weapon small enough to be stowed for convenient access or easily concealed, such as a one-handed firearm. Sidearms can be drawn and stowed as a Free action.

Medium: A manageable size and weight for the average Cybertronian. Medium weapons have no special rules; they are the standard against which to judge other sized weapons. Drawing and stowing a medium weapon is a Move action.

Long: A particularly large but relatively light weapon. Drawing and stowing a long weapon is a Standard action.

Heavy: A weapon so cumbersome, it takes massive effort to use it. Drawing a heavy weapon is at least a Standard action. Heavy weapons that require additional setup have the Mounted trait. Stowing a heavy weapon is a Standard action.

Style

A weapon's Style describes its broad use in combat.

Melee: A handheld weapon used in close combat, such as blades and bludgeons.

Element: Fires short bursts of a focused element, such as fire, a laser, or an electromagnetic pulse.

Explosive: Self-destructive ammunition or weapons that blanket an area on detonation, affecting friend and foe.

Projectile: Shoots ammunition at a dangerous velocity.

Effects and Traits

Weapons have the following effects and traits that define what they can do and how. Additionally, weapon upgrades can add, remove, and modify a weapon's traits.

Anti-Tank: Attacks ignore plating bonuses to Toughness.

Armor Piercing: Attacks ignore deflective bonuses to Toughness.

Amphibious: Can be used on land and underwater without penalty.

Aquatic: Can be used underwater without penalty and on land with ↓3

Area: Affects everything in the effect area, in the way listed.

Ballistic: A small projectile fired at irresistible speeds, including weaponized photons and plasma bolts. Ballistic weapons automatically affect Toughness against targets at long range, unless the target is behind cover or has a Perk that dictates its Defense.

Blunt: A dense, flat object that pulverizes on impact.

Consumable: Using this weapon destroys it, even if it misses its target.

Computerized: Contains a non-sentient processing unit that needs to be rebooted as a Move action if successfully hit with an Electromagnetic effect.

Cover: A nonlethal blast that fills an area with a smoke or other effect that blocks the senses, granting creatures behind the blast area for the listed number of turns.

Element: Element weapons, like flamethrowers and tasers, deal specialized types of damage. When receiving an element weapon, you must choose the type of element the weapon uses.

- *Acid:* Acid weapons deal 1 extra damage when they hit a target who defended with Toughness.
- *Cold:* Cold weapons add Stun 1 as an alternate effect of the weapon. If the weapon already has a Stun effect, increase the Stun effect by 1.

- *Electric:* High voltage surge that homes in on targets. Electric weapons gain ↑1 on attacks.
- *Electromagnetic:* Machinery disruptor. Electromagnetic effects ignore computerized bonuses to Evasion, and are ↑3 against computers, computerized vehicles, characters with computerized equipment, and non-Cybertronian robots, but ↓3 against all other targets. (Cybertronians had millennia to incorporate basic Electromagnetic defenses into their bodies.)
- *Fire:* Fire weapons deal 1 extra damage when they hit a target who defended with Evasion.
- *Laser:* Laser weapons gain Stun 1 as an alternate effect and can be used to Spot targets as an alternate effect.
- *Sonic:* A reverberating element that can be subtle or blatant. Sonic weapons gain an alternative effect identical to the weapon's primary effect, but it targets Willpower with a ↓2

Grapple: Allows you to Grapple a target from a greater distance. Compare the higher of the attacker's Brawn and Finesse to the higher of the target's Brawn and Finesse. If the attacker's Skill is lower, they suffer ↓ equal to the rank difference. For example, if the attacker's Finesse is d2 and the target's Brawn is d4, the attacker suffers ↓1.

Indirect: Does not need line of sight to acquire a target and ignores cover as long as the target doesn't have total cover directly above them.

Intimidating: Can be used to make Intimidation Skill Tests against creatures at up to the weapon's range. The weapon's Skill can be used in place of the Intimidation Skill for the purposes of this Skill Test.

Maneuver: Physically manipulate a target. This weapon can be used equally well to Grapple, shove, or trip a target. Compare the higher of the attacker's Brawn and Finesse to the higher of the target's Brawn and Finesse. If the attacker's Skill is lower, they suffer ↓ equal to the difference in ranks. For example, if the attacker's Finesse is d2 and the target's Brawn is d4, the attacker suffers ↓1.

Martial Arts: Weapons and techniques favored by those with a Martial Arts Specialization

Mounted: Requires a mount, such as a tripod or shooting rest, that takes a Standard action to set up, and a Free action to pick up.

Multiple Targets: As a single Standard action, you can acquire up to the listed number of targets as a single attack. You can only acquire targets within the effects listed range.

Reload: Reloading this weapon is complicated. After firing this weapon, you must spend a Move action to reload it before using it again.

Poison: A long term effect that debilitates as it deals damage.

Psychic: Mental manipulation, either through force of personality, physical manipulation of the brain module, or even psychic powers.

Seeking: Attacks ignore bonuses to Evasion from armor.

Sharp: A honed Edge for slashing and stabbing.

Shove: Can force a target back. Compare the higher of the attacker's Brawn and Finesse to the higher of the target's Brawn and Finesse. If the attacker's Skill is lower, they suffer ↓ equal to the difference in ranks. For example, if the attacker's Finesse is d2 and the target's Brawn is d4, the attacker suffers ↓1.

Silent: Use makes no noise.

Sniper: Long range projectile weapons that utilize a combatant's patience and camouflage to take covert shots.

Spot: Lend assistance to allies at range.

Stun: Successfully hitting with a Stun weapon means the target is denied a Move action for the listed number of turns. Stun effects stack. Creatures heal 1 Stun per turn. If a creature suffers an amount of total Stun equal to the amount of Health the creature has left, they fall unconscious, Defeated.

For example, Starscream shoots Cliffjumper with his null ray, which has the alternative effect of Stun 2. He hits, and Cliffjumper loses his Move action for the next 2 turns. If he gets hit again, Cliffjumper can be defeated because his Stun total equals his total Health of 4. Likewise, if on the next turn the other Seekers deal 2 damage to him, Cliffjumper, who is now at Stun 2 and Health 2, would be Defeated.

Trip: Knock a target Prone. Compare the higher of the attacker's Brawn and Finesse to the higher of the target's Brawn and Finesse. If the attacker's Skill is lower, they suffer ↓ equal to the difference in ranks. For example, if the attacker's Finesse is d2 and the target's Brawn is d4, the attacker suffers ↓1.

Wrecker: On a miss, the area targeted becomes difficult terrain. Such weapons are a favorite of the Autobot team of the same name.

Weapons List

Cybertronians learned to hurt and kill each other in a variety of ways over the centuries. As such, weapons are presented as a general template rather than explicit weapons. Megatron's Energon mace can look different from Jazz's laser nunchaku, but they're both Short Bludgeon weapons for our purposes.

UNARMED COMBAT

Natural weapons or simple wearable weapons that hit with blunt, basic impact. Punches, kicks, headbutts, knees, elbows, and bites.

Category: Weapon

Availability: Automatic

Classification: Finesse or Might integrated melee

Requirements: Nil

Range: Reach

Hands: 0

Effects: 1 Stun Damage

Alternate Effects: 1 Blunt Damage (↓1), maneuver (↓1)

Traits: Blunt, Martial Arts, Silent

Standard Weapons

CLOSE COMBAT BLADE

A sharpened edge that turns a simple punch into a dangerous attack.

Category: Weapon

Availability: Standard

Classification: Finesse or Might sidearm melee

Requirements: Nil

Range: Reach

Hands: 1

Effects: 1 Sharp Damage

Traits: Sharp, Silent

CLOSE COMBAT BLUDGEON

History's oldest weapon: A bludgeon that hits harder than a punch.

Category: Weapon

Availability: Standard

Classification: Finesse or Might sidearm melee

Requirements: Nil

Range: Reach

Hands: 1

Effects: 1 Stun Damage

Alternate Effects: 1 Blunt Damage (↓1), maneuver

Traits: Blunt, Silent

BLASTER

A standard one-handed blaster. Photon blasters are common on both sides of the war.

Category: Weapon

Availability: Standard

Classification: Targeting sidearm projectile

Requirements: Nil

Range: 25ft/80ft

Hands: 1

Effects: 1 Sharp Damage

Traits: Ballistic

RIFLE

A standard two-handed ranged weapon. Like a blaster, but bigger.

Category: Weapon

Availability: Standard

Classification: Targeting medium projectile

Requirements: Nil

Range: 100ft/400ft

Hands: 2

Effects: 1 Sharp Damage

Traits: Ballistic, sniper

SHOTGUN

A short range firearm that discharges plasma shells in bursts.

Category: Weapon

Availability: Standard

Classification: Targeting medium projectile

Requirements: Nil

Range: 20ft/60ft

Hands: 2

Effects: 1 Sharp Damage - Multiple Targets (2, 15ft cone)

Traits: Ballistic, Reload

FRAG GRENADE

A handheld thrown explosive, sometimes improvised, such as a tossed mining charge.

Category: Weapon

Availability: Standard

Classification: Athletics sidearm explosive

Requirements: Nil

Range: 20ft/50ft

Hands: 1

Effects: 1 Sharp Damage Blast (10ft radius)

Traits: Consumable, Sharp, Wrecker

CONCUSSION GRENADE

A grenade designed to confuse or disable targets.

Category: Weapon

Availability: Standard

Classification: Athletics sidearm explosive

Requirements: Nil

Range: 20ft/50ft

Hands: 1

Effects: 1 Stun Damage, Blast: 10ft radius

Traits: Consumable

Limited Weapons

CLOSE COMBAT HEAVY BLADE

A sharpened edge that turns a simple punch into a dangerous attack. Axes are a common Energon weapon, and a number of swords have been useful throughout the war.

Category: Weapon

Availability: Limited

Classification: Finesse or Might medium melee

Requirements: Nil

Range: Reach

Hands: 1 or 2

Effects: 1 Sharp Damage

Alternate Effects: 2 Sharp Damage (two hands)

Traits: Sharp, Silent

CLOSE COMBAT HEAVY BLUDGEON

A bludgeon that hits harder than a punch. Common with gladiators back on Cybertron: just grab something heavy from the wreckage and swing.

Category: Weapon

Availability: Limited

Classification: Finesse or Might medium melee

Requirements: Nil

Range: Reach

Hands: 1 or 2

Effects: 1 Stun Damage

Alternate Effects: 1 Blunt (two hands)

Traits: Blunt, Silent

SHORT BLADE

Small blades used in melee combat.

Category: Weapon

Availability: Limited

Classification: Finesse or Might sidearm melee

Requirements: Nil

Range: Reach

Hands: 1

Effects: 1 Sharp Damage

Alternate Effects: 1 Sharp Damage - Multiple Targets (2, Reach, ↓1)

Traits: Martial Arts, Sharp, Silent

MEDIUM BLADE

A sword or axe large enough to serve as a primary weapon but light enough to be used flexibly by a skilled hand, sometimes paired together.

Category: Weapon

Availability: Limited

Classification: Finesse or Might medium melee

Requirements: Finesse d4

Range: Reach

Hands: 1

Effects: 1 Sharp Damage

Alternate Effects: 1 Sharp Damage - Multiple Targets (2, Reach, ↓1), 1 Sharp Damage - Multiple Targets (3, Reach, ↓3)

Traits: Martial Arts, Sharp, Silent

LONG BLADE

A delicately, specifically designed blade that reflects the skill of its user.

Category: Weapon

Availability: Limited

Classification: Finesse or Might long melee

Requirements: Finesse d6

Range: Reach ×2

Hands: 2

Effects: 1 Sharp Damage

Alternate Effects: 1 Sharp Damage - Multiple Targets (2, Reach, ↓1), 1 Sharp Damage - Multiple Targets (3, Reach, ↓2)

Traits: Martial Arts, Sharp, Silent

SHORT BLUDGEON

Blunt weapons designed to swing with the attacker's strikes.

Category: Weapon

Availability: Limited

Classification: Finesse or Might sidearm melee

Requirements: Finesse d4

Range: Reach

Hands: 1

Effects: 1 Stun Damage

Alternate Effects: 1 Blunt Damage (↓1), Maneuver

Traits: Blunt, Martial Arts, Silent

LONG BLUDGEON

Reach weapons with versatile applications. Sometimes, you just need something long and blunt to hit someone with.

Category: Weapon

Availability: Limited

Classification: Finesse or Might medium melee

Requirements: Finesse d6

Range: Reach ×2

Hands: 2

Effects: 1 Stun Damage

Alternate Effects: 1 Blunt Damage (↓1), Maneuver

Traits: Blunt, Martial Arts, Silent

THROWN BLADE

Tiny projectiles, usually sharp, that require an expert hand to handle and throw.

Category: Weapon

Availability: Limited

Classification: Targeting sidearm projectile

Requirements: Finesse d4

Range: 20ft/30ft

Hands: 1

Effects: 1 Sharp Damage

Alternate Effects: Maneuver (↓2), 1 Sharp Damage - Multiple Targets (3, 30ft radius, ↓2)

Traits: Martial Arts, Sharp, Silent

PROJECTILE LAUNCHER

Thrown or fired weapons that require precise handling to hit the mark, like a bow.

Category: Weapon

Availability: Limited

Classification: Targeting medium projectile

Requirements: Finesse d4

Range: 50ft/100ft

Hands: 2

Effects: 1 Sharp Damage

Alternate Effects: 1 Sharp Damage - Multiple Targets (2, 30ft radius, ↓1)

Traits: Martial Arts, Sharp, Silent, Sniper

SMALL THROWN WEAPON

A simple object that can be lethal when violently thrown.

Category: Weapon

Availability: Limited

Classification: Athletics sidearm projectile

Requirements: Brawn d4/Huge

Range: 10ft/20ft

Hands: 1

Effects: 1 Blunt or Sharp Damage

Traits: Blunt/Sharp, Silent

LARGE THROWN WEAPON

A large or heavy object that lands with an impact.

Category: Weapon

Availability: Limited

Classification: Athletics medium projectile

Requirements: Nil

Range: 20ft/40ft

Hands: 1

Effects: 1 Blunt or Sharp Damage

Traits: Blunt/Sharp, Silent

LONG RANGE RIFLE

A scoped precision long rifle commonly used by snipers.

Category: Weapon

Availability: Limited

Classification: Targeting long projectile

Requirements: Alertness d6

Range: 150ft/600ft (min 30)

Hands: 2

Effects: 1 Sharp Damage

Alternate Effects: 2 Sharp Damage (↓1), 3 Sharp Damage (↓3)

Traits: Ballistic, Mounted, Reload, Sniper

ELEMENT JET

Point and discharge weapon that blankets an area with one specific element. It's not always fire, but it's often fire.

Category: Weapon

Availability: Limited

Classification: Targeting medium element

Requirements: Nil

Range: 15ft

Hands: 2

Effects: 1 Element Damage Blast (15ft cone)

Alternate Effects: 1 Element Shove Blast (15ft cone), Intimidating

Traits: Element, Reload

DIRECTED ELEMENT RIFLE

Concentrated energy beam firearm. Sonic weapons are common.

Category: Weapon

Availability: Limited

Classification: Targeting long element

Requirements: Technology d2

Range: 75ft

Hands: 2

Effects: 1 Element Damage

Traits: Computerized, Element

ELEMENT GRENADE

A grenade that explodes in a burst of one specific element.

Category: Weapon

Availability: Limited

Classification: Athletics sidearm element

Requirements: Nil

Range: 20ft/50ft

Hands: 1

Effects: 1 Element Damage Blast (10ft radius)

Traits: Consumable, Computerized, Element

COVER GRENADE

A grenade that provides cover or a spectacular distraction, allowing for tactical movement.

Category: Weapon

Availability: Limited

Classification: Finesse sidearm explosive

Requirements: Nil

Range: 20ft/50ft

Hands: 1

Effects: 1 Cover Blast (20ft radius)

Alternate Effects: 1 Stun Damage (↓2)

Traits: Consumable, Silent

Restricted Weapons

ENERGIZED CLOSE COMBAT WEAPON

Melee weapons that generate or are encased in one specific element.

Category: Weapon

Availability: Restricted

Classification: Finesse or Might sidearm element

Requirements: Nil

Range: Reach

Hands: 1

Effects: 1 Element Damage

Alternate Effects: Intimidating, Maneuver

Traits: Computerized, Element, Reload

ROCKET LAUNCHER

A ground-to-ground shoulder-fired missile weapon.

Category: Weapon

Availability: Restricted

Classification: Targeting heavy explosive

Requirements: Brawn d4/Huge

Range: 100ft/200ft (min 30ft)

Hands: 2

Effects: 1 Sharp Damage Blast (20ft radius)

Traits: Anti-Tank, Mounted, Reload, Sharp, Wrecker

GRAPPLER

An extended weapon that binds a target. Whips are common.

Category: Weapon

Availability: Restricted

Classification: Athletics or Finesse long melee

Requirements: Athletics or Finesse d2

Range: Reach ×3

Hands: 2

Effects: Maneuver

Alternate Effects: Intimidating

Traits: Martial Arts, Silent

SMART GRENADE

A grenade designed to lock onto a target.

Category: Weapon

Availability: Restricted

Classification: Athletics sidearm explosive

Requirements: Nil

Range: 20ft/50ft

Hands: 1

Effects: 1 Element Damage (↑3)

Traits: Consumable, Computerized, Element

ARTILLERY CANNON

A massive cannon ideal for punching through armor or blasting a group on foot.

Category: Weapon

Availability: Restricted

Classification: Targeting long projectile

Requirements: Brawn d6/Gigantic

Range: 300ft/600ft (min 30)

Hands: 2

Effects: 2 Sharp Damage

Alternate Effects: 1 Sharp Damage Blast (20ft radius) (↓1)

Traits: Anti-Tank, Ballistic, Mounted, Reload, Wrecker

MISSILE

A self-propelled explosive with a built in targeting system.

Category: Weapon

Availability: Restricted

Classification: Targeting long explosive

Requirements: Brawn d6/Gigantic

Range: 500ft/1000ft

Hands: 2

Effects: 1 Element Damage Blast (50ft radius)

Alternate Effects: 1 Element Damage (↑1), 2 Element Damage, 2 Element Damage Blast (20ft radius) (↓1)

Traits: Anti-Tank, Computerized, Consumable, Mounted, Element, Wrecker

Upgrades

Weapons can be upgraded during equipment requisition. These upgrades can be minor modifications, like a light attachment or scary paint job, or completely change the weapon's function, like by adding an electromagnetic pulse generator or building the weapon out of rare material that allows it to be used with twice the efficiency.

Standard Weapon Upgrades

AMMO BELT

A row of ammunition, wearable for easier access.

Availability: Standard

Prerequisite: Weapon with the Reload trait.

Benefit: Once per scene, reload this weapon as a Free action instead of a Move action.

AERODYNAMIC

Thrown weapon shaped for improved distance.

Availability: Standard

Prerequisite: Grenade or thrown weapon.

Benefit: Double the range of the weapon.

EXTENDED

A particularly long version of a melee weapon.

Availability: Standard

Prerequisite: Weapon with a range measured in Reach.

Benefit: Add 1 to the weapon's Reach modifier (Reach becomes Reach ×2, Reach ×2 becomes Reach ×3).

FLASHLIGHT

A modular flashlight attachment.

Availability: Standard

Prerequisite: Medium or larger weapon.

Benefit: Weapon includes a built-in flashlight.

LASER SIGHT

A targeting tool attachment.

Availability: Standard

Prerequisite: Ballistic weapon trait.

Benefit: Aiming with this weapon provides an additional ↑1.

MODULAR STANDARD WEAPON

A second weapon attachment built into the primary weapon.

Availability: Standard

Prerequisite: Medium or larger weapon.

Benefit: Choose a standard weapon. When wielding a weapon with a modular standard weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon. For example, a rifle upgraded with a modular close combat blade can be used as either a rifle or a close combat blade without needing to switch weapons.

NONLETHAL

Ammunition designed to slow and injure rather than permanently harm.

Availability: Standard

Prerequisite: Weapon has a Damage effect.

Benefit: The weapon's regular Damage effect can deal an equivalent amount of Stun as an alternate effect.

SCARY

A modification designed to trigger flight instincts.

Availability: Standard

Prerequisite: Weapon without the Intimidating trait.

Benefit: The weapon gains the Intimidating trait.

SCOPE

A telescope attachment.

Availability: Standard

Prerequisite: Projectile weapon with range measured in feet.

Benefit: Double the ranges of the weapon.

ABSOLUTE SILENCER

A muzzle to minimize the sound of using the weapon.

Availability: Standard

Prerequisite: Ballistic weapon without the Silent trait.

Benefit: The weapon gains the Silent trait.

LEAD LINED

Protective coating to shield non-sentient machines from electromagnetic effects.

Availability: Standard

Prerequisite: Weapon with the Computerized trait.

Benefit: Weapon ignores the Computerized trait.

TIME BOMB

This explosive is planted instead of thrown, detonating when time runs out.

Availability: Standard

Prerequisite: Grenade.

Benefit: The grenade's range becomes Reach. Setting a bomb is a Standard action. When a time bomb is set, designate a number of turns and an Initiative count. On that Initiative count in that many turns, the time bomb detonates. When a bomb explodes, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themself.

WATERPROOF

Modification to make a weapon usable underwater.

Availability: Standard

Prerequisite: Weapon without the Aquatic trait.

Benefit: The weapon gains the Aquatic trait.

Limited Weapon Upgrades

AMPHIBIOUS

Modification to make a weapon usable equally on land and underwater.

Availability: Limited

Prerequisite: Weapon without the Amphibious trait.

Benefit: The weapon gains the Amphibious trait.

BALANCED GRIP

Grip modified to line up with specific physical training.

Availability: Limited

Prerequisite: Might or Finesse weapon

Benefit: Use Athletics instead of the weapon's normal Skill.

BLAZING

Engulfs the weapon in fire.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Fire trait.

CORROSIVE TIP

Coats the weapon with acid.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Acid trait.

ERUPTIVE

An especially large explosion.

Availability: Limited

Prerequisite: Explosive.

Benefit: The blast radius of the explosive's effect doubles.

DEADLY

Modified to increase the weapon's lethality.

Availability: Limited

Prerequisite: Weapon has a Damage effect.

Benefit: The weapon deals an additional 1 Damage on a successful hit.

EXPLOSIVE ROUNDS

Ammunition that explodes on impact.

Availability: Limited

Prerequisite: Weapon with the Ballistic trait.

Benefit: The weapon gains a Sharp 1 Blast (10ft radius) alternate effect.

FRIGID

Chemically freezes the weapon's edge.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Cold trait.

GALVANIZED

Redesigned to disrupt Computerized weapons.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Electromagnetic trait.

LINGERING

This weapon's effect leaves a longer lasting impression.

Availability: Limited

Prerequisite: Weapon effect measured in turns, like Stun 1 and Cover 1.

Benefit: Increase the duration of the effect by 1 turn.

LOCKED

A password, voice command, or other key is required to activate this weapon.

Availability: Limited

Prerequisite: None.

Benefit: A chosen requirement is added to the weapon. It can be anything, such as a Skill minimum, quantum resonance scan, touching the weapon to an Autobot symbol, etc.

MANIPULATIVE

Modified to reposition the target rather than harm them outright.

Availability: Limited

Prerequisite: Weapon without a Maneuver alternate effect.

Benefit: The weapon gains Maneuver as an alternate effect.

MICROTECH WEAPON

Advanced technology allows for a familiar design in a smaller package.

Availability: Limited

Prerequisite: Weapon sized sidearm or larger

Benefit: Reduce the weapon's size by one step—Heavy to Long, to Medium, to sidearm, to Integrated. This upgrade can be applied to the same weapon multiple times. Each time reduces the weapon's size by another step but counts as an additional Limited upgrade against the wielders upgrade budget and determines the weapon's availability.

MODULAR LIMITED WEAPON

An uncommon second weapon attachment built into the primary weapon.

Availability: Limited

Prerequisite: Medium or larger weapon

Benefit: Choose a Limited weapon. When wielding a weapon with a Modular Limited Weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon.

PIERCING

Ammunition that ignores armor.

Availability: Limited

Prerequisite: Weapon with the Ballistic trait.

Benefit: The weapon gains the Armor Piercing trait.

PLATE PIERCING

Ammunition that ignores plating.

Availability: Limited

Prerequisite: Weapon with the Ballistic trait.

Benefit: The weapon gains the Anti-Tank trait.

PROXIMITY BOMB

This explosive is planted instead of thrown, detonating when someone comes close.

Availability: Limited

Prerequisite: Grenade.

Benefit: The grenade's range becomes Reach. Setting a bomb is a Standard action. Starting after the end of the turn, the proximity bomb is set. If a character enters the bomb's area of effect, the proximity bomb detonates. When a bomb explodes, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themself.

RADIANT

The latest in close combat laser technology.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Laser trait.

REFINED GRIP

Grip modified for more delicate handling.

Availability: Limited

Prerequisite: Might or Athletics weapon.

Benefit: Use Finesse instead of the weapon's normal Skill.

REINFORCED GRIP

Grip modified to hold up to more brutal swings.

Availability: Limited

Prerequisite: Athletics or Finesse melee weapon.

Benefit: Use Might instead of the weapon's normal Skill.

REINFORCED HARDPOINT

Stabilizers that help with the operation of this integrated weapon.

Availability: Limited

Prerequisite: Weapon installed to an Integrated Hardpoint.

Benefit: When fired from its Integrated Hardpoint, this weapon only suffers ↓1 if moving above normal Movement in the same turn it's fired.

TASING

Sparking with shocking energy.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Electric trait.

RUMBLING

Reverberates on impact.

Availability: Limited

Prerequisite: Melee weapon without an Energy trait.

Benefit: The weapon gains the Sonic trait.

SMASHER

Even when this weapon misses, it hits something.

Availability: Limited

Prerequisite: Weapon with blast or area effect.

Benefit: The weapon gains the Wrecker trait.

Restricted Weapon Upgrades

ACID BOLTS

This technology turns a standard weapon into an acid weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Acid trait.

AMMO FEEDER

The weapon just loads itself.

Availability: Restricted

Prerequisite: Weapon with the Reload trait.

Benefit: The weapon loses the Reload trait.

AUTOMATED

An operating system computerized this weapon.

Availability: Restricted

Prerequisite: Weapon that uses a Skill other than Technology.

Benefit: Use Technology instead of the weapon's normal Skill. The weapon gains the Computerized trait.

AUTOMOUNT

The weapon is modified to allow for quick deployment.

Availability: Restricted

Prerequisite: Weapon with the Mounted trait.

Benefit: The weapon loses the Mounted trait.

BEWILDERING

A weapon designed to derail a target's thoughts. Usually with blunt force.

Availability: Restricted

Prerequisite: Weapon with the Blunt trait.

Benefit: On a critical hit, the weapon deals 1 damage to the target's Cleverness. If this weapon has both the Bewildering and the Traumatic upgrade, the attacker chooses which takes effect on a critical hit.

COLD RAY

This technology turns a standard weapon into a cold weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Cold trait.

CRYO TANK

This energy weapon is retrofitted to also spew liquid nitrogen.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Cold.

Benefit: The weapon gains the Cold trait. This is in addition to any other Energy trait.

DETONATOR BOMB

This explosive is planted instead of thrown, detonating when a detonator is triggered.

Availability: Restricted

Prerequisite: Grenade.

Benefit: The grenade's range becomes Reach. Setting a bomb is a Standard action—the bomb triggers when someone (usually the person who planted the bomb) presses a detonator button. Designate the detonator when setting the bomb. Multiple bombs can be set to be triggered by the same detonator. Using a detonator is a Free action. The detonator must be in hand in order to use it. When a bomb detonates, whoever planted it makes a Technology (Explosives) Skill Test against anyone in the bomb's blast radius. This does mean that if the person who set the bomb gets caught in the bomb's blast radius, they attack themself.

ELECTROBOLTER

This technology turns a standard weapon into an electric weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Electric trait.

ELECTROMAGNETIC PULSE GENERATOR

An energy weapon modified to deal with automated weapons.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Electromagnetic.

Benefit: The weapon gains the Electromagnetic trait. This is in addition to any other Energy trait.

FIRESTORM

This technology turns a standard weapon into a fire weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Fire trait.

IGNITION TANK

A flame throwing mechanism is added to this energy weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Fire.

Benefit: The weapon gains the Fire trait. This is in addition to any other Energy trait.

LASER BEAM

This technology turns a standard weapon into a laser weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Laser trait.

MAIMING

A blade that debilitates a target's mobility.

Availability: Restricted

Prerequisite: Weapon with the Sharp trait.

Benefit: On a critical hit, the weapon deals 1 damage to the target's Evasion. If this weapon has both the Maiming and the Surgical upgrade, the attacker chooses which takes effect on a critical hit.

MODULAR RESTRICTED WEAPON

A second, rare weapon attachment built into the primary weapon.

Availability: Restricted

Prerequisite: Medium or larger weapon.

Benefit: Choose a Restricted weapon. When wielding a weapon with a modular Restricted weapon upgrade, the weapon counts as both the upgraded weapon and the chosen weapon.

QUAKE MAKER

This energy weapon is equipped with a concentrated vibration generator.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Sonic.

Benefit: The weapon gains the Sonic trait. This is in addition to any other Energy trait.

RAY GENERATOR

A laser scope that can be dialed up to a second weapon option.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Laser.

Benefit: The weapon gains the Laser trait. This is in addition to any other Energy trait.

SEEKING

Through either magnets or radar, this ammo finds its mark.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet.

Benefit: The weapon gains the Indirect trait.

SONIC RESONATOR

This upgrade turns a standard weapon into a sonic weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Sonic trait.

SURGICAL

A delicate blade sharp enough to perform surgery with.

Availability: Restricted

Prerequisite: Weapon with the Sharp trait.

Benefit: On a critical hit, the weapon deals 1 damage to the target's Toughness. If this weapon has both the Maiming and the Surgical upgrade, the attacker chooses which takes effect on a critical hit.

SWIFT

Rare, light but durable material makes using this weapon twice as fast without sacrificing accuracy.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet.

Benefit: One of the weapon's non-blast Effects gains Multiple Targets (2, 10ft radius), or one of the weapon's Multiple Targets effects increases by 1.

THERMAL SCOPE

Sights have been adjusted to scan for thermal and Energon signatures.

Availability: Restricted

Prerequisite: Targeting Weapon

Benefit: Weapon ignores concealment and other penalties for firing through smoke or darkness.

TRAUMATIC

A blunt weapon designed to cause head trauma.

Availability: Restricted

Prerequisite: Weapon with the Blunt trait.

Benefit: On a critical hit, the weapon deals 1 damage to the target's Willpower. If this weapon has both the Bewildering and the Traumatic upgrade, the attacker chooses which takes effect on a critical hit.

VITRIOLAGE TANK

A caustic spray valve added to this weapon's primary weapon.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Acid.

Benefit: The weapon gains the Acid trait. This is in addition to any other Energy trait.

VOLTAGE TANK

A secondary barrel emits electric bolts.

Availability: Restricted

Prerequisite: Weapon with a range measured in feet, with an Energy trait other than Electric.

Benefit: The weapon gains the Electric trait. This is in addition to any other Energy trait.

Prototypical Weapon Upgrades

DISRUPTOR

This experimental technology turns a standard weapon into an electromagnetic weapon. Cybertronians are generally loath to meddle with such weapons, but there's always at least one scientist who finds it valuable.

Availability: Prototypical

Prerequisite: Weapon with a range measured in feet, without an Energy trait.

Benefit: The weapon gains the Electromagnetic trait.

SMART SCOPE

A computerized scope which accounts for range, wind, weapon drift, drop, digital magnification, night vision, and other benefits.

Availability: Prototypical

Prerequisite: Targeting Weapon

Benefit: The weapon gains the Computerized trait if it does not already have it. Increase effective range by 1.5 and long range by 2. The weapon suffers no penalties for firing in darkness.

Defining Your Weapons

Once you determine the weapons you are taking on your mission, feel free to give them personality. Beyond its classification, what is this weapon? Defining your weapons helps visualize your equipment and adds character to your character. For example, Pyra Magna, whose Alt Mode is a firetruck, has an Element Jet with the fire trait. However, she doesn't have a flamethrower, she has a fire hose that launches corrosive water.

What About Ammunition?

Generally, weapons require ammunition. However, Transformers characters have better things to do than count every battery. Unless your Game Master says otherwise, only weapons with the Reload trait take an action to reload. Otherwise, you can assume you reload between combats and have enough ammunition for your entire mission.

Armor

Even though Cybertronians are made of metal, some prefer to wade into battle with some kind of protective gear. Unlike many other characters, Cybertronians generally don't don armor, opting instead to upgrade their bodies to add additional qualities.

Upgrades

Armor can be upgraded during Equipment Assignment and Requisition. Armor Upgrades do not take up a Hardpoint.

ENERGY RESISTOR

Protective layer geared toward a specific energy.

Availability: Limited

Benefit: Choose an energy type. Weapons that deal damage of that energy type do not affect you.

INCREASED ARMOR

More metal means more protection.

Availability: Limited

Prerequisite: Might d4

Benefit: Grants +1 Toughness. This can be taken multiple times.

TERRIFYING

The armor design sends a threatening message.

Availability: Limited

Benefit: As a Free action, the wearer gives themself a ↑1 on Intimidation Skill Tests until the end of their turn.

ENERGY FIELD

An offensive Defense.

Availability: Restricted

Benefit: Choose an energy type. Your armor generates an aura of that type of energy. When an enemy targets you with an attack with a range measured in Reach (not Reach ×2), they must make the attack ↓2 or let you make an immediate attack with your energy aura. Energy aura attacks can be made with Might or Finesse and deal 1 damage, plus the effect of the chosen energy type, on a successful hit.

FORCE FIELD

A personal shield generator for added protection in an emergency.

Availability: Restricted

Prerequisite: None

Benefit: As a Free action once per scene, increase your Toughness and Evasion by 2 each until the beginning of your next turn. This upgrade can be taken multiple times, increasing the number of times it can be used.

HEAVY ARMOR

Sometimes, you just need to put a whole lot of metal between you and your enemy.

Availability: Restricted

Prerequisite: Might d6

Benefit: Grants +1 Toughness. This also adds the Plating trait to the armor. Armor Piercing weapons do not ignore this armor's bonus to Toughness, but Anti-Tank weapons ignore it.

REINFORCED PLATES

Modular plating that can be worn over standard armor.

Availability: Restricted

Benefit: Grants +1 Toughness. This also adds the Deflective trait to the armor. Armor Piercing weapons ignore this armor's bonus to Toughness.

STEALTH PROJECTOR

A special holographic generator paints your hull with your surroundings, making you almost invisible.

Availability: Prototypical

Benefit: You can make Infiltration Skill Tests to Hide and Sneak even when they don't have cover to hide behind.

Kits

Where upgrades modify what your equipment can do, kits modify what you can do.

Kits provide Autobots with various tools packed together for a single purpose. Each kit ties to a Skill specialization, either providing you with consumable tools to mimic the specialization, enabling you to attempt a Skill Test under restrictive circumstances, or enhancing your aptitude in an area in which you specialize.

You can even consume your kit in desperate times, temporarily gaining a greater bonus but losing access to the equipment for the remainder of the Mission.

Kit Requirements

Occasionally, proficiency alone isn't enough to meet a challenge. In those cases, the mission calls out the type of kit required to attempt the Skill Test. Without the appropriate kit, you can still attempt the Skill Test, but with a Snag.

Unless you were provided a kit as a mission-critical item, Skill Tests that include a kit requirement are optional. They cover alternate routes, side missions, and secret objectives in published missions. GMs might use them to set up future plotlines, entice you to return to locations, or in response to valid tactics you suggest that they might not have considered.

There is no exhaustive list of kits, just as there is no exhaustive list of Skill Specializations. Kits come in Standard, Limited, and Restricted varieties. Below are examples of a kit for each Availability.

STANDARD REPAIR KIT (CONSUMABLE)

Prerequisites: d4 in Technology.

Benefit: You can attempt Skill Tests that call for a Standard Repair Kit without a Snag. You can attempt Skill Tests that call for a Limited Repair Kit with ↓1 instead of a Snag, and Skill Tests that call for a Restricted Repair Kit with ↓3 instead of a Snag. You can take 10 minutes and spend this kit to gain temporary Specialization in Repair for 1 minute, or gain ↑1 for 1 minute on Skill Tests if you're already specialized in Repair.

LIMITED BURGLARY KIT (CONSUMABLE)

Prerequisites: d6 in Infiltration.

Benefit: You can attempt Skill Tests that call for a Limited Infiltration Kit without a Snag. You can attempt Skill Tests that call for a Restricted Burglary Kit with ↓2 instead of a Snag. You can take 10 minutes and spend this kit to gain temporary Specialization in Burglary for 1 hour, or gain an Edge for 1 hour on Burglary Skill Tests if you're already specialized in Burglary.

RESTRICTED CLIMBING KIT (CONSUMABLE)

Prerequisites: d8 in Athletics.

Benefit: You can attempt Skill Tests that call for a Restricted Climbing Kit without a Snag. You gain temporary Specialization in Climbing for the duration of this Mission or an Edge on Climbing Skill Tests if you're already specialized in this kit's Specialization.

Acquiring Kits

During Equipment Assignment and Requisition, you can use requisition attempts to gain kits. First, declare the Specialization and benefits to determine the kit's availability, then roll the Specialization's parent Skill as the requisition Skill Test.

The different availability of kits and their benefits are listed below.

STANDARD KIT (CONSUMABLE)

Prerequisites: d4 in the Specialization's parent Skill.

You can attempt Skill Tests that call for this Specialization's Standard Kit without a Snag. You can attempt Skill Tests that call for this Specialization's Limited Kit with ↓1 instead of a Snag, and Skill Tests that call for this Specialization's Restricted Kit with ↓3 instead of a Snag. You can take 10 minutes and spend this kit to gain temporary Specialization in this kit's Specialization for 1 minute, or gain ↑1 for 1 minute on Skill Tests if you're already specialized in this kit's Specialization.

LIMITED KIT (CONSUMABLE)

Prerequisites: d6 in the Specialization's parent Skill.

You can attempt Skill Tests that call for this Specialization's Limited Kit without a Snag. You can attempt Skill Tests that call for this Specialization's Restricted Kit with ↓2 instead of a Snag. You can take 10 minutes and spend this kit to gain temporary Specialization in this kit's Specialization for 1 hour, or gain an Edge for 1 hour on this kit's Specialization Skill Tests if you're already specialized in this kit's Specialization.

RESTRICTED KIT (CONSUMABLE)

Prerequisites: d8 in the Specialization's parent Skill.

You can attempt Skill Tests that call for this Specialization's Restricted Kit without a Snag. You gain temporary Specialization in this kit's Specialization for the duration of this Mission, or an Edge on this kit's Specialization Skill Tests if you're already specialized in this kit's Specialization.

Defining Kits

Kits can be physical tools, software temporarily installed in your brain module or a combination of the two. For example, a Restricted Repair Kit might be a Mobile Autobot Repair Bay (M.A.R.B.) carrying vital medical equipment and big enough to hold an injured Cybertronian. Or a Standard Burglary Kit might simply be the schematics to the Decepticon base downloaded to your memory.

Your GM might determine that kits for some Specializations aren't available, particularly with combat Skills and kits that overlap with existing equipment. For example, they might decide that a sniper rifle kit is just a sniper rifle. You could try to argue that the kit includes an enhanced scope and advanced angle cosine indicator and is in addition to your sniper rifle. Or you could accept the GM's ruling. If the GM determines that you've requisitioned an illegal kit, that doesn't use up your requisition attempt.

Support Equipment

Like the vehicles they emulate, Cybertronians often build equipment into their chassis for building, rescue, and service instead of war. The times being what they are, Support Equipment mostly gets used in and after battle, regardless of how peaceful and constructive its original purpose.

All of the following Support Equipment options are available to all characters. They must be installed into an available Integrated Hardpoint. Support Equipment does not require a requisition test. Characters with the Support Origin gain two additional Integrated Hardpoints that can only be used for Support Equipment. Some of these options can operate as weapons, but they still count as non-weapons for Hardpoint allocation.

BULBAR

- **Alt Mode**: You always have an Edge on Ram attacks.
- **Bot Mode**: You're immune to effects that would knock you.

CAGE

- **Prerequisite**: Extra Crew Capacity.
- **Alt Mode**: You can imprison any number of Common or smaller passengers up to your Crew rating. To escape, a prisoner must make an Infiltration Skill Test against your Cleverness or a Brawn Skill Test against your Toughness. They have ↓2 on those Skill Tests. Additionally, if you use a Free action to focus on a passenger, their roll suffers a Snag.
- **Bot Mode**: The same bonus as your Alt Mode, but you can only hold one prisoner while in Bot Mode.

CATERPILLAR TREAD

- **Alt Mode**: You gain an Edge on Driving Skill Tests made while navigating Rough Terrain.
- **Bot Mode**: When shoving a creature or object, you count as one Size Class larger than you are, and are treated as having moved 20ft immediately before the action

DOZER BLADE

- **Alt Mode**: You can clear one square of Rough Terrain you Move through as a Free action.
- **Bot Mode**: Your dozer blade acts as a shield, providing +2 Deflection bonus to Toughness.

EMERGENCY CARE EQUIPMENT

- **Prerequisite**: Extra Crew Capacity.
- **Alt Mode**: Your passengers gain an Edge on Science (Medicine) Skill Tests to treat other passenger's Damage.
- **Bot Mode**: Your Science (Medicine) Skill Tests cannot suffer from ↓.

EXTRA CREW CAPACITY

- **Alt Mode**: Your Crew rating increases by 4.
- **Bot Mode**: Your Bot Mode has a Crew rating of 1.

LADDER

- **Alt Mode**: You can extend your ladder as a Free action. Allies of your Size Class or smaller using your ladder gain ↑2 on Athletics and Acrobatics Skill Tests.
- **Bot Mode**: The Reach of your Unarmed Combat increases to Reach ×2.

LOADER

- **Alt Mode**: Your Brawn counts as ↑2 when calculating your Carrying Capacity, and you gain ↑2 on Might Skill Tests shove objects and creatures.
- **Bot Mode**: When you convert, you can choose to benefit from the same bonus you have in Alt Mode, or you can choose to use the loader as a shield which adds +1 Deflection to Toughness.

PILEDRIVER

- **Alt Mode**: As a Free action, you can change one space within Reach of normal terrain into Rough Terrain.
- **Bot Mode**: Your Piledriver counts as a Close Combat Heavy Bludgeon. You can use it even if you are not Trained to use a Close Combat Heavy Bludgeon. If you are Trained to use a Close Combat Heavy Bludgeon, you gain ↑1 on Finesse or Might Skill Tests to attack with your Piledriver. Additionally, against objects, you deal +1 Damage.

ROTOR BLADES

- **Alt Mode**: You gain an Aerial Movement equal to half your Ground Movement. You take off and land vertically, and can hover.
- **Bot Mode**: Your Rotor Blades count as a Close Combat Heavy Blade. You can use it even if you are not Trained to use a Close Combat Heavy Blade. If you are Trained to use a Close Combat Heavy Blade, you gain ↑1 on Finesse or Might Skill Tests to attack with your Rotor Blades. Additionally, against organic targets, you deal +1 Damage.

SIREN

- **Alt Mode**: By making a Persuasion Skill Test, you can move any currently operated vehicle (Cybertronians in Alt Mode do not count) up to 10ft away from their current position within a 30ft radius. You cannot move them into positions that would cause them harm (such as off a bridge).
- **Bot Mode**: You gain ↑2 on Intimidation Skill Tests.

TOW CABLE & HOOK

- **Alt Mode**: You gain an Edge on Brawn Skill Tests to pull anything attached to your Tow Cable. The difficulties of dragging additional weight increase by 5 instead of 10 (so triple your carrying weight is Difficulty 15 and quadruple is Difficulty 20, etc.)
- **Bot Mode**: Your Tow Cable counts as a Grappler. You can use it even if you are not Trained to use a Grappler. If you are Trained to use a Grappler, you gain ↑1 on Finesse or Might Skill Tests to attack with your Tow Cable. You ignore the Athletics or Finesse requirements of using a Grappler.

WATER CANNON

- **Alt Mode**: You can use Targeting to put out fires, and you gain an Edge on Skill Tests involving fire.
- **Bot Mode**: The Water Cannon counts as a Directed Element Rifle (Cold), but only requires one hardpoint to operate (instead of 2) and waives the Technology requirement.

VEHICLE REPAIR EQUIPMENT

- **Prerequisite**: Extra Crew Capacity.
- **Alt Mode**: If any of your Cybertronian passengers are wounded, other passengers make Technology (Repair) Skill Tests on them with an Edge.
- **Bot Mode**: Your Technology (Repair) Skill Tests cannot suffer from ↓X.

Vehicles

While many characters in the Transformers Roleplaying Game convert into vehicles themselves, actual non-Cybertronian vehicles exist and are a part of everyday life on Earth. Not only have our heroes (and enemies) come to Earth with Alt Modes designed to blend in with the cars, boats, planes, and more that exist on the planet, but oftentimes, characters will need to interact with them, if not pilot or combat them at one point or another.

About Vehicles

Because of everything a vehicle can do, how vehicle rules are presented has more in common with characters than other equipment. Like a character, vehicles have a Size, defenses based on Essense scores, Health, Skills, perks, attacks, and powers. The reason vehicles are equipment is that they have no Smarts or Social scores by default, and they do nothing without a character operating them.

Vehicles can not be requisitioned and are almost exclusively given out as Mission Critical Items or captured during a mission.

Statistics unique to vehicles are Crew, Hardpoint Weapons, and Firepoints, summarized below:

CREW

A Vehicle's crew represents a combination of its operators and capacity for passengers. More often than not, Cybertronian characters will be too large to be crew of standard vehicles, but human NPCs certainly qualify to pilot them. Crew falls under two categories:

Drivers: The vehicle's main and most important crew. Without a driver, a vehicle cannot move and is treated as an object. If a vehicle lists multiple drivers, it can move as long as it has one driver, but only at half speed. It can only move at full speed with its full complement of drivers.

Only one driver makes Driving skill tests. Additional drivers can lend assistance on skill tests.

Passengers: Gunners, navigators, and anyone just along for the ride all count as passengers. Passengers can lend assistance to the driver's Driving tests, operate hardpoint weapons, fire out of firepoints, or use their own abilities.

When embarking the vehicle as a passenger, indicate whether you will be filling one of the secondary crew positions immediately. Otherwise it takes a Move action for a passenger to fill a secondary crew position. Similarly, it takes a Move action to move from a secondary crew position to another secondary crew position, or to the passenger area.

HARDPOINT WEAPONS

Weapons built into the vehicle. If the weapon has the Targeting System trait, a driver can use this weapon as a Standard action, using the vehicle's Targeting for the skill test. Otherwise, a passenger in a gunner secondary crew position operates this weapon as a Standard action, using their own Targeting skill.

FIREPOINTS

Firepoints indicate the amount of crew that can target enemies outside the vehicle from inside the vehicle. Firepoints do not limit the number of crew that can target enemies who board the vehicle.

Vehicle Skills

Vehicles have a list of Skills, drawn from the same Skills characters have access to. These represent what the vehicle is capable of when crewed by at least one driver. When the GM calls upon a vehicle to make skill tests, determine whether the situation calls for the Skills of the vehicle, a driver, or a passenger filling a secondary crew position.

For example, a pilot hired by an evil corporation flies a hijacked Military Helicopter. The helicopter has Alertness d4, based on its radar and sensors. The pilot has Alertness d6, mostly based on his keen vision. The helicopter flies over a parking lot, containing a Autobot PC, hiding in her Alt Mode pickup truck form and waiting to help infiltrate the corporation's headquarters. The GM determines whether the pilot could have spotted the hidden Autobot out of the helicopter's window, or if the only way he could have noticed the Autobot was if she came up on the helicopter's radar. Given the speed and altitude of the helicopter and all of the monitors a pilot needs to focus on, the GM rules it's unlikely that the pilot saw the Autobot for himself. He does, however, have the helicopter's radar to fall back on.

Non-Cybertronian Vehicle Attacks

Skill tests for attacking with a non-Cybertronian vehicle favor the crew. Use the operating crew member's listed skill, unless two Skills are listed (usually a vehicle Skill and an operator Skill). In that case, use the better of the two Skills.

For example, an All-Terrain Attack Jeep driven by a Human Military Pilot rams Arcee as she stops to scan the area. The jeep's Ram Attack lists the Skill Test as Might d2 or driver's Driving. A basic Human Military Pilot **(see Threats, Page 254)** has Driving (Land Vehicles) d4* has a slightly better advantage over the jeep's Might d2. Therefore, it is the pilot's ability to drive the jeep that determines whether or not the attack succeeds.

For more detailed information on using vehicles in combat, see **Vehicle and Alt Mode Combat, page 163.**

Vehicle Perks, Powers, and Traits

Vehicles have exclusive perks and powers, summarized in its stat block.

All vehicles gain the Vehicle trait, as well as a selection of other traits, summarized below:

A.I.: This vehicle has Smarts and Social Essence scores, as well as Willpower and Cleverness defenses. It can be targeted with mind-affecting effects, although it is still immune to fear. It's driver's Willpower and Cleverness can still be targeted. On the vehicle's turn, it gains a number of Free actions equal to its Smarts minus 2. It can use these Free actions to lend assistance to its crew, and any Free actions available to the crew from other vehicle Perks, Powers, and Traits.

Air: This is a flying vehicle with Aerial Movement, such as an aircraft, rotarycraft, or jet pack.

Amphibious: This counts as both a land and sea vehicle.

Armored Cabin: Armor extends to cover the driving cabin. Attacks can't target the vehicle's Crew.

Autopilot: As long as this vehicle has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving skill test.

Autopilot, Advanced: If this vehicle has no drivers, it operates like a normal vehicle with at least 1 driver but less than its full complement of drivers. .

Computerized: Crew can use a free action to have the computers lend assistance on skill tests related to the computer system.The vehicle is susceptible to effects that affect computers, such as the Electromagnetic element.

Drive-By: In order to use this attack, the vehicle must move at least 15 feet first.

Fly By: A flying vehicle's natural attack, in which it flies a controlled path close enough to a target that the rattling caused by their velocity deals damage.

Land: This is a ground vehicle, such as a motorcycle, jeep, or tank.

Linked: Two weapons operated together. Linked weapons gain an Edge on attacks.

Ram: A land vehicle's natural attack, sideswiping or colliding head on in a way that deals damage to target but not the attacker.

Sea: This is an aquatic vehicle, such as a boat, submarine, or personal watercraft.

Sensors: This vehicle can invest ranks into the Alertness skill, even without a Smarts Essence score.

Targeting System: The driver can attack with this weapon as a Free action, using their own Driving skill or the vehicle's Targeting skill, if it has one, for the skill test.

Take Off: This vehicle needs to move this far in a straight line on the ground in order to use its air movement.

Vehicle: As a vehicle, this is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness.It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology check.

VTOL: This vehicle takes off and lands vertically.

Wearable: The crew of this personal vehicle wears it rather than rides it. Attacks can target the crew or the vehicle equally, rolling against the defenses of the target.

Non-Cybertronian Vehicles

It is extremely rare that a Cybertronian will need to operate a standard vehicle on Earth. However, there are some cases in which a mission may require team members without the proper Alt Mode to travel through terrain they are not able to intrinsically, such as going to a distant island without being a Cutter or Seeker or the opposite when traveling across the United States quickly (although Seekers are pretty great at that as well). Below is a sampling of the most common vehicles accessible to Autobots for use in missions. For common vehicle Threats that characters may meet in combat or ones that human NPCs may need to operate, see **Chapter 12: Threats**. The Vehicle Threats may also be specially built for Cybertronian-capable operation and given to the team as Mission Critical equipment, per the GM's needs.

AUTO TRANSPORT TRAILER

SIZE: Extended II **HEALTH:** 6

MOVEMENT: 60 ft Ground

STRENGTH: 8 **SPEED:** 2
SMARTS: * **SOCIAL:** *

TOUGHNESS: 18 **EVASION:** 12
WILLPOWER: * **CLEVERNESS:** *

An Auto Transport Trailer is designed to carry up to ten large sedans or eight trucks. Configured to haul boats as well, it can instead carry two yachts on the top level with six cars on the bottom. Auto Transport Trailers are ideal for hauling Cybertronians who cannot travel across land in their Alt Modes or for those who wish to travel while recharging, but they must be driven by a Common or smaller sized creature, as the cab is too small for most Cybertronians.

SKILLS

- Might: +d4
- Intimidation: +d2
- Brawn: +d10
- Initiative: +d4

PERKS

Crew: 1 driver, 10 passengers (see description details)

Firepoints: Open - Passengers on the open beds of the trailer may use weapons at a Snag, as the trailer is not designed to hold Cybertronians in Alt Mode.

Traits: Land, vehicle

- *Land:* The Auto Transport Trailer is a land vehicle.
- *Vehicle:* As a vehicle, the Auto Transport Trailer is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology check.

ATTACKS

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits**: Blunt, Drive-By

LARGE CAPACITY MOTORCYCLE

SIZE: Long **HEALTH:** 2

MOVEMENT: 45 ft Ground

STRENGTH: 4 **SPEED:** 3
SMARTS: — **SOCIAL:** —

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: — **CLEVERNESS:** —

Specially designed for Cybertronian use, the Large Capacity Motorcycle is hefty enough to carry a Cybertronian of Size Class Large or smaller in Bot Mode.

SKILLS:

- Brawn +d6
- Might +d2
- Initiative +d6

PERKS:

Crew: 1 driver

Firepoints: 1 - The driver can attack with any handheld weapon at a Snag.

Traits: Land, vehicle

- *Land:* The Large Capacity Motorcycle is a land vehicle.
- *Vehicle:* As a vehicle, the Large Capacity Motorcycle is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d2 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

POWERS:

Responsive: Between the light frame, sensitive control system and the exposed driver, Motorcycles react well to the driver's survival instinct. The Motorcycle can use the driver's Evasion against attacks instead of its own.

PERSONAL OPEN TRAILER

SIZE: Large to Extended II **HEALTH:** 3

MOVEMENT: —

STRENGTH: 5 **SPEED:** 0
SMARTS: * **SOCIAL:** *

TOUGHNESS: 15 **EVASION:** 10
WILLPOWER: * **CLEVERNESS:** *

The Personal Open Trailer is designed to be attached to any large car or truck in order to carry one vehicle up to its own size. It is ideal for long-distance moves and with a hefty towing capacity, capable of carrying anything from a motorcycle to fighter jet, depending on the size trailer requisitioned. Since it does not have its own engine or crew cab, it lacks any Speed or Attack of its own and moves at the rate of the vehicle towing it.

SKILLS

Brawn: +d10

PERKS

Crew: 1 passenger (see description details)
Firepoints: Open - A passenger on the open bed of the trailer may use weapons at a Snag, as the trailer is not designed to hold Cybertronians in Alt Mode.

Traits: Land, vehicle

- *Land*: The Personal Open Trailer is a land vehicle.
- *Vehicle*: As a vehicle, the Personal Open Trailer is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology check.

09

COMBAT

The war between the Autobots and the Decepticons has raged for millions of years. Entire civilizations have come and gone since Cybertronians first raised a blaster against their own. While some Autobot missions may involve stealth, intrigue, and intellectual curiosity, the Decepticons are more likely to respond to any provocation with violence. Even scientists and diplomats need to be prepared to raise weapons and shed Energon.

This chapter explains the rules you need for your teams to engage in combat with the many enemies of the Autobots, whether it's a few misguided humans resisting what they believe to be an alien threat or a massive battle between gigantic Cybertronians that shakes the earth with each pounding blow.

THE FLOW OF COMBAT

A typical combat scene is a battle between two sides, whether it's a flurry of punches and kicks, trading energy blasts, or the roar of earth-shattering ordinance. It starts with the first declaration of an intent to do harm, and ends when one side can't continue or both sides agree to stop fighting.

The **Transformers Roleplaying Game** organizes the back and forth chaos of combat into a cycle of rounds and turns. Each round represents 6 seconds of simultaneous actions in the game world. During a round, each participant in the conflict takes their turn. The order of turns is determined at the beginning of combat when all participants roll an Initiative Skill Test. Once everyone has taken their turn, the fight continues to the next round unless one side is Defeated or surrenders (and the other side accepts).

Creatures in Disguise

The Transformers Roleplaying Game mainly focuses on the conflict between Autobots and Decepticons, but sometimes the Cybertronians deal with humans, aliens, and other silicon-based creatures. For ease, "creature" or "target" refers to any sentient being. If the rules apply only to Player Characters or Non-Player Characters, it will specify. Likewise, rules that apply specifically to Cybertronians or organic lifeforms will specify.

A Combat in Steps

1. **Set the Scene.** The players and GM determine the physical location of all creatures and obstacles at the beginning of the scene. Locations usually match the previous scene, but since non-combat scenes don't play out on maps as much as combat scenes, some specifics need to be decided. It's also good to establish what could be used as Cover, what Size Classes fit where, and any Rough Terrain.
2. **Determine Surprised Combatants.** The GM determines whether any combatants in the combat scene should be considered Surprised.
3. **Initiative Skill Tests.** Everyone involved in the combat rolls an Initiative Skill Test, setting the initial order of the combatants' turns.
4. **Combatants Take Turns.** Each combatant takes their turn in Initiative order from highest to lowest.
5. **Next Round.** Once all of the combatants involved in the scene take their turn, whether they chose to use it or not, the round ends. Repeat steps 4 and 5 until the GM determines the combat is over.

Surprise

A scout team drives through the streets of Tokyo when out of nowhere Decepticon Seekers dive from the sky. Autobot soldiers parked amongst other cars wait until Shockwave stomps by. Grimlock hides in the shadows, waiting to pounce on Soundwave and his cassettes. These situations are solid examples of how one side could Surprise the other.

Generally, if you want to sneak up to or betray a target, you roll an Infiltration or Deception Skill Test contested by the Alertness of your targets. If you succeed and take advantage of your ruse to attack them, combat begins and you gain the advantage of surprise. Additionally, the GM can determine if some creatures involved in a combat are surprised without any Skill Tests involved.

During the first round of combat, surprised creatures:

- Cannot take any actions (including Standard, Move, or Free actions);
- Cannot roll Skill Tests, except contested Skill Tests (such as fighting off a Grapple attempt).

Some Perks allow characters to act even when surprised, or make them immune to surprise, which should be declared when Initiative is rolled.

Some members of a group can be surprised even if other members are not.

Setting the Initiative Order

When the combat starts, every combatant makes an Initiative Skill Test to determine their place in the Initiative order. If a combatant does not have any Ranks in Initiative, they roll a d20 with a Snag, just like any other untrained Skill Test.

Two characters can't act at the same time. Creatures with the same Initiative result roll a tie-breaker between them. This doesn't affect the rest of the Initiative Order. If one creature rolled a 15 and two creatures rolled a 14, the two creatures are not going before the creature who rolled a 15 even if their tie-breaker roll is 16 or higher. If the tied scores are all NPCs, the GM chooses what order the combatants take their turns.

Combatants are listed from highest Initiative result to lowest to create the Initiative Order. This is the order in which the combatants take their turns. Unless altered by a game effect or action, the Initiative Order remains the same each round.

Resetting Your Initiative

During combat, after the first round, you can use a Move action to reset your Initiative. Roll a new Initiative Skill Test, modified by the current circumstances. If the result is higher than your current place in the Initiative order, it becomes your new place in the Initiative order on the following turn. Otherwise, you keep their place in Initiative. Either way, you complete this turn in your current place in Initiative Order.

Decepticons, Attack! Group Initiative

By default, each character and adversary rolls their own Initiative Skill Test, but for some enemies, such as groups of identical minions, it can make things easier on the GM to roll one Initiative for the group. This streamlines combat scenes, but can lead to a tidal wave of actions taking place on one side with no way for the characters to adapt or adequately defend against them.

Taking Your Turn - Actions

On your turn, you take a number of actions that comprise your part of the round. Every combatant's actions take place simultaneously, narratively speaking, but sequentially at the table. Think of it like the camera changing perspective instead of trying to capture all of the action in one frame.

Types of Actions

There are three types of actions your character can take on your turn:

Standard: The action you use to accomplish complex tasks, like attacking, using Skills, and many of your Perks. The most common Standard actions are described in the Combat Actions section later in this chapter.

You can always trade in a Standard action for two Free actions. You can also use your Standard action to Sprint, which lets you use your Standard action to move.

Move: Principally the action used to get from one point to another, or make adjustments that only affect you, like drawing a two-handed weapon. Certain Perks let you use actions that would normally be Standard as Move actions, to show particular aptitude in that area.

Free: Free actions allow you to engage with the battle in minor ways.

Your Speed Essence determines the number and types of actions you can take, as follows:

Speed 1: Move or Standard Action

Move up to your Movement with a Move action or perform one of your Standard actions, then end your turn.

Speed 2: Move and Standard Action

Take one Move action and one Standard action, usable in any order. If you are using either action to move your Movement, decide how much of your move to use before or after taking your Standard action. You may trade in a Standard action for two Free actions.

Speed 3+: Move and Standard and Free Actions

One Move action, one Standard action, and a number of Free actions equal to your Speed minus 2, usable in any order. Free actions can take place at any time during your turn and represent a number of split-second or momentary involvements with your surroundings.

Free Actions

Six seconds can seem like a very long time in the heat of combat, and you don't want to use all your focus overcoming an inconvenience. Minor activities and interactions with the world around you that shouldn't require a Standard action or a Move action are Free actions.

Examples of Free actions include:

- Opening or closing a door;
- Using a simple item, as stated by the item's description;
- Aiming;
- Pushing yourself (see Movement below);
- Safely putting a weapon or item away;
- Inputting a passcode;
- Cutting or untying a prisoner's bonds;
- Eating or drinking a single item;
- Finding a specific item in a pack or container;
- Joining two combinable technological components;
- Picking up a 5′ square worth of small objects.

The GM has final say as to whether an activity requires a Free action. Some activities could take multiple Free actions, often because they take additional care or focus to perform. For example, the GM could rule that Bumblebee needs to use two Free actions to operate a human phone, one to delicately hold the fragile device and the other to interface with alien technology.

Aiming

When attacking with a ranged weapon, you can use a Free action to Aim. Aiming grants ↑1 on a single ranged attack Skill Test as long as you don't use an action between Aiming and attacking. Aiming is restricted to ↑3 per turn, each upshift using a separate Free action, if available.

Movement

The most common use for your Move action is to travel a distance across the battlefield up to your Movement. You can use any amount of your Movement on your turn to move. During your move, you can perform a Standard action and Free actions at any time. This means you can use any amount of your Movement before, after, and between your actions.

For example, if you have a Ground Movement of 30 feet, you could leap 20 feet, fire a blaster as a Standard action, move 5 more feet, open a door as a Free action, then continue moving another 5 feet.

If you use a Standard action on an Attack action that includes more than one attack, you can move before, between, and after each individual attack.

For example, an Autobot with a 30 feet Ground Movement who can make two attacks with one Standard action could move 10 feet, attack a target once, move another 5 feet, attack again as part of the same Standard action they already used, then move their last 15 feet to end their turn.

Pushing Yourself: Buying Additional Movement

When you use your Move action to move, you can use Free actions to "buy" additional Movement. Every Free action spent in conjunction with a Move action to move adds 5ft to whatever type of Movement you are using. This additional Movement is treated exactly like the rest of a normal Move action. However, you can't spend enough Free actions to double your Movement.

Lying Prone and Crawling

In a firefight, you might want to drop down to make yourself a smaller target. In melee combat, characters can get knocked over, thrown to the ground, or lose their balance. Whatever the reason, a creature lying down is considered Prone.

You can choose to drop prone without using an action or any Movement. Gravity does all the work. Standing up from being prone however, isn't as effortless; doing so requires 15 feet of Movement. If your Movement is less than 15 feet while prone, you are unable to stand up that turn.

You can move while prone, called "crawling." While crawling, Movement cost is doubled, cumulative with other Movement penalties.

While prone, ranged attacks against you suffer a Snag, but melee attacks have an Edge against you. When you fight using a melee weapon while prone, you suffer ↓1 shift on your Attack Skill Tests.

Rough Terrain

City streets shattered by artillery fire, alien valleys full of unstable Energon, rocky gorges cast with boulders; there are no limits to what might be the next place you find yourself embattled. These sorts of places are littered with Rough Terrain.

Moving through rough terrain costs 1 extra foot of Movement per foot traveled, cumulative with other Movement penalties. Rough terrain penalties do not stack, no matter how many types of Rough Terrain are present in a given area.

Moving Near Other Characters

Unless you are two Size Classes larger or smaller than a character, moving through a space adjacent to a non-allied character (not just hostiles) is considered to be moving through Rough Terrain.

Unless you are climbing, mounting, or combining with another character, you can never end your turn in a space occupied by another creature.

Other Types of Movement

Although all Cybertronians have some comfort moving on the ground, many convert into forms capable of flight, travel across and under water, and boring into the ground. The different Types of Movement are covered in **Chapter 10: Exploration**.

If you have multiple Movement Types, you can switch between them as part of the same action. However, you can never move further than your fastest Movement Type as part of a single action to move.

When moving, whenever you change Movement types, subtract the distance you already moved from the new Movement type. If the result is 0 or less, you can no longer use that Movement Type this move.

For example, Broadside has 40ft Ground Movement, 60ft Aquatic Movement, and 20ft Aerial Movement. In his Aquatic Alt Mode, he moves 30 feet to reach the shore and converts. Because he's moved more than his 20ft Aerial Movement, he can't use that Movement Type this Move action. If he converts to his Bot Mode, he can use his Ground Movement, but only to move 10ft (40ft Ground Movement - the 30ft he's already moved).

Other Move Actions

Not all Move actions involve getting from point A to point B. Your Move action can also be used to get into position or manipulate equipment more intricate than what a Free action covers.

RELOADING

When you fire a weapon with the Reload trait, you must spend a Move action to reload it before it can fire again. Special circumstances can also cause you to reload weapons without the Reload trait.

BRACING

You can brace yourself for an automatic weapon's kickback as a Move action. Bracing grants ↑1 when attacking multiple targets with a ranged weapon.

Combat Actions

During combat, you most often use your Standard action on your turn to take a combat action. Combat actions include the actions presented in this section, actions gained from your Perks, other game effects, or even improvised actions. Common Standard action options include:

- Attack
- Convert
- Contingency
- Defend
- Hide
- Lend Assistance
- Sprint
- Use a Non-Combat Skill

For GMs, many creatures have unique combat action options in their Threat entries. If these actions are drastically different from what is typically available, their individual information gives the details on how to use them in a combat scene.

Based on the narrative situation and scene, the GM decides whether an action is possible and what you need to do, in-game terms, to determine its success or failure.

Attack

The most common Standard action in combat is to **Attack**. Whether you're punching a foe, shooting a null ray, or launching cluster bombs, this is an attack.

With this action, you make one melee or ranged attack. The "Making an Attack" section details how the dice mechanics work to determine hits, damage, and other effects.

Certain features allow you to make more than one attack with this action. When this occurs, the individual attacks can take place at any time during your turn and still count as a single action.

Convert

It wouldn't be the **Transformers Roleplaying Game** without a way to change from to your Alt Mode.

Converting from Alt Mode to Bot Mode, Bot Mode to Alt Mode, or, if you have multiple Alt Modes, from Alt Mode to Alt Mode takes a Standard action.

Contingency

Sometimes a character wants to get the jump on a foe or wait for a particular situation or circumstance to take place so they can take their action. To do so, you can take a Contingency action on your turn. This lets you possibly perform a predetermined action after your place in the Initiative order, but before the start of your next turn, assuming circumstances align with your plans.

When setting up a Contingency action, you decide what sort of situation triggers your action – with as clear a description as possible. Then, you choose the kind of Standard, Move, or Free action you take when and if that trigger occurs. Examples include "If Starscream tries to grab the scientist, I'll lay into it with my attacks," and "If Bumblebee grabs the Energon cube, I'll transform and roll out."

When the trigger occurs, you can either take your Contingency action right after the trigger finishes or forfeit your Contingency altogether. You must take your Contingency action before the beginning of your next turn, or it is automatically forfeited.

Defend

Defending as a Standard action allows a character to increase their defenses momentarily against any incoming attacks they are aware of. After announcing a Defend action, attacks targeting you that you can figure out how to proactively avoid suffer a Snag on their attack roll. This benefit lasts until the beginning of the Defending character's next turn.

Hide

Hiding as a Standard action allows you to duck into darkness, behind cover, or somewhere else where your enemies might not be able to see you. You move into position and make an Infiltration Skill Test. Your numerical result on this Skill Test sets the Difficulty for other characters' Alertness Skill Tests to notice your location.

You gain certain benefits when attacking from being hidden, as described in the "Hidden Attackers and Targets" section later in this chapter.

Lend Assistance

Sometimes, a character might not have what it takes to hit a target or complete a specific task, at least not on their own. You can **Lend Assistance** as a Standard action to either help your allies hit a specific target, in either a specific Skill Test, or help another character with a Skill Test.

Unlike the typical use of Lend Assistance, when you Lend Assistance in combat, instead of helping a specific ally with their task, you can help any ally target a specific creature. If a creature is within 50ft of you, you can use a Standard action to grant an Edge to the first attack against that target.

Alternatively, you may Lend Assistance to an ally on a Skill Test, as usual.

Sprint

If you just need to Sprint somewhere on your turn, you can use your Standard action to move up to your Movement.

Use a Non-Combat Skill

Beyond attacking, most Skills have a purpose in combat. Brawn can help you push cover across the battlefield. Acrobatics can get you in through the second floor window of the building your enemy's holding hostage within. Survival can find you a clear path through Rough Terrain. Animal Handling can win over a guard dog you'd rather not hurt.

Generally, using a Skill in combat takes a Standard action to use it normally, but for every enemy adjacent to you, your Skill Test suffers ↓1 for the distraction.

Types of Attacks

In a war between giant alien robots who wield futuristic weapons and can take on multiple shapes, their offensive capabilities are vast and numerous. All of the following count as uses of the Attack Action.

Melee Attacks

Melee attacks allow you to attack a foe within your attack's Reach. A melee attack typically uses a handheld weapon such as an axe or flail, whether manufactured or conjured with Energon, but can also use your body, like a punch or ramming a creature in your Alt Mode.

Melee attacks are usually made with a Might or Finesse Skill Test, as indicated by the weapon. If the weapon says "Might or Finesse" you make the choice whenever you attack.

A creature or object can be targeted with a Melee attack as long as it is within an attack's Reach. Melee attacks use the attacker's Reach, or a modified version of it determined by the weapon, such as Reach x2.

Martial Arts

Most melee weapons are simple to use to basic effect. Martial Arts weapons can be used similarly, but with additional training, can be used to greater effect. This includes many unarmed fighting techniques.

Many weapons, including Unarmed Combat, have a trait called Martial Arts. You can Specialize in Martial Arts as either a Might or Finesse Specialization. You gain the benefits of Specialization with any Martial Arts weapon, regardless of the Skill required for the attack.

Maneuvers

Some weapons, including Unarmed Combat, have the Maneuver trait. This trait lets you use that weapon to grapple, shove, or trip your target. Other weapons specify one of the three as an alternate effect. Generally, maneuvers don't deal Damage, but provide you a tactical benefit, if you can pull them off.

GRAPPLING

You can use Unarmed Combat and special melee weapons to grab onto a creature or wrestle with it.

The target of your Grapple must be no more than two Size classes larger than you and must be within your attack's Reach. Grappling always targets a creature's Evasion, unless they have an ability that always lets them dictate their Defense. Additionally, your attack suffers ↓1 for each Size Class the target is larger than you.

If successful, your target gains the Grappled condition. A Grappled target:

- Can, as a Standard action, try to escape with an Acrobatics, Athletics, Brawn, or Finesse Skill Test against the Grappler's Toughness;
- Suffers a Snag on Skill Tests not related to escaping the grapple;
- Grants an Edge to Melee attacks that target their Evasion;
- Has a Movement of 0 for all Movement Types.

SHOVING AND TRIPPING

You can use Unarmed Combat and special melee weapons to move a creature or object around, or knock a creature down. The target of your attack must be within reach of your attack. Even if the weapon can be used with Might or Finesse, shoving a creature or object requires a Might Skill Test.

Roll your Shove or Trip attack with the following modifiers:

- ↑1 for each Size Class larger you are than the target;
- ↓1 for each Size Class smaller you are than the target;
- ↑1 for each 20 feet you moved in a straight line toward the target immediately before the attack;
- ↓1 for each Rank in Brawn the target possesses if it has the chance to brace, hold on, dig in, etc;
- The Skill Test suffers a Snag if the target is rooted, anchored, or otherwise attached to its location.

A Shove targets a creature's Toughness, whereas a Trip targets either Toughness or Evasion, unless they have an ability that always lets them dictate their Defense.

Successfully Shoving a target moves them directly away from you a distance equal to your attack's Reach. Successfully Tripping a target knocks them Prone. A Fumble on either knocks you Prone at the point of impact.

The Difficulty to Shove an object is 12.

UNARMED ATTACKS

When attacking without a weapon, you make an Unarmed attack: a punch, kick, head-butt, or similar lashing out. Given that Cybertronians install weapons into Hardpoints on their Chassis, the line between an armed and an unarmed attack can be blurry, but a weapon installed in a Hardpoint counts as an armed attack.

Ranged Attacks

Many weapons allow you to target creatures from afar. These are ranged weapons. When you make a ranged attack, you fire a blaster, shoot a missile, throw a rock, or otherwise send projectiles to strike a foe at a distance.

Ranged attacks have a Range instead of a Reach. Rangers are listed with two numerical values: Range 50/200, for example. The first number is the normal Range of the attack. Any target at that Range or closer can be attacked with no penalty. The second number is the maximum Range of the attack. If the distance to your target is greater than the first number but less than the second, it is a long range attack and suffers a Snag.

Some ranged weapons have a minimum range, such as a Rocket Launcher. Attacks with these weapons can't be made closer than their minimum range.

Ranged Attacks in Close Combat

If you use a ranged attack within the reach of an enemy, whether or not that enemy is the target of the attack, you suffer ↓1 on the attack.

Blast Attacks

Some attacks, such as grenades and element jets, affect an area instead of a target. Attacks with an area of effect are noted as having a Blast Effect, followed by a shape and a range in feet. The shapes, and how to apply them, are:

Cone: A cone effect covers a triangular area from one square adjacent to the attacker, and every space between two diagonal lines up to the range of the effect.
For example, a flamethrower is an element jet that shoots fire. It has a 15ft cone. When attacking with a flamethrower, it affects one 5-foot square adjacent to the attacker, two 5-foot squares 10 feet from the attacker and adjacent to each other and the first square, and the three squares 15 feet from the attacker and adjacent to each other and the second set of squares. This forms a triangle of squares. Every creature within the triangle is subject to the flamethrower's fire effect.

Note that the Range of weapons with a Cone effect reflects the shape of its Blast. If you fire an element jet, you don't pick a square within 15 feet of you to start shaping your cone. The 15-foot Range is as far as the fire effect gets from the element jet.

Radius: A radius effect covers a circular area from the square it landed, and a spread of squares around it up to the range of the effect.

For example, a concussion grenade deals 1 Stun to creatures in a 10-foot radius. Pick a location within the grenade's range of 20ft/50ft. Creatures within any 5-foot square within 10 feet of that location are subject to the grenade's Stun effect.

When attacking with a Blast effect, roll your attack normally, using a single test result against the Defenses of all targets fully or partially in the affected area. As you are attacking an area, any benefits or Perks for attacking a single creature do not apply.

Each target applies their individual benefits (such as Perks and cover), and then the attacker compares their result to each target in their area. Individual targets within the area might not be affected while others are, based on their Defense scores.

For example, Soundwave launches a missile salvo against a parking lot full of human soldiers. Soundwave's Targeting Skill is an impressive d10. This attack has a natural ↑1 shift and an Area of Effect of 20′ x 20′, meaning it catches five humans. Soundwave rolls his d20, getting an initial result of 9. He then also rolls his Skill die as a d12 (with the ↑1 shift), rolling a 5 for a total of 14. Considering all of the soldiers have Evasion scores of 13s, the humans are quickly dispatched. The Autobots dive into the fight to save as many of them as possible!

Blasts target a location, not a creature. If a creature in the area of effect has a rule that applies to attacks targeting it, that rule does not apply to a Blast attack Skill Test.

Multiple Targets

Unlike a Blast, attacks that target multiple creatures individually are more susceptible to special defenses. A weapon that can affect multiple targets directly is noted as Multiple (X) Targets, where the (X) is the maximum number of targets being attacked, followed by any limitation to the targets.

Roll an attack Skill Test for each target, applying any modifiers individually for each target and applying effects individually as well.

For example, Drift finds himself surrounded by four Decepticons, two of which Defended on their turn. Armed with a long blade, Drift uses the weapon's Multiple Target alternate effect, which states "1 Sharp Damage Multiple (3) Targets (↓1)".

Although all four enemies are within Reach, he can only target three of them as a single Attack action. He rolls three attack Skill Tests, all of which suffer ↓1 inherent in the effect, one of which suffers a Snag because he's targeting one of the Decepticons who used the Defend action on their turn. On Drift's next turn, only two Decepticons remain within reach. Multiple Targets lets him attack three times as a single Attack action, but because he only has two targets. He could still use the Multiple Targets effect to attack both Decepticons, or attack only one and forgo the ↓1 penalty.

Multi-Weapon Attacks

Some attacks are Multi-Weapon (X) attacks. This means the attack comes from two or more separate weapons or implements simultaneously – the (X) being the number of implements involved. Multi-Weapon attacks can take two forms – striking (X) targets or striking one target multiple times.

If targeting multiple targets at once – up to (X) – then each target receives its own attack roll, with its own modifiers.

If targeting a single target with (X) implements, a single attack roll is made against the target with a number of ↑1 on the attack equal to (X) minus one.

Additionally, attacking with an off-hand weapon, like a parrying dagger in your off hand or going in with two pistols blazing, is a type of Multi-Weapon Attack. When wielding more than one weapon, you can attack once with each as a single Attack Action. Without training to wield two weapons accurately, your primary attack suffers a ↓1, and your off-hand attack suffers a ↓2.

For example, Blur grabs a pair of blasters and fires. The two weapons are identical, so he designates one his primary weapon and attacks an incoming Insecticon. Since he already has the intent to fire the other blaster, he rolls his primary weapon attack with ↓1. As luck would have it, he hits and defeats the Insecticon. He quickly acquires an additional target in range and attacks with his off-hand weapon, this time suffering ↓2.

Making an Attack

Fundamentally, attacking in the **Transformers Roleplaying Game** is a specific form of Skill Test. As usual, you're picking a Skill, adjusting for Modifiers, and rolling against a target number. However, like most aspects of combat when compared to other scenes, attacks are more granular and tactical.

Whether you're attacking a target or targets, a creature or an object, you must overcome one of their Defenses for an attack to have any effect. This includes attacks in melee and at range, in Bot Mode and Alt Mode, and in or outside of a vehicle. To attack, follow these steps:

1. **Acquire Target(s):** Pick a target (or targets if your attack allows multiple targets) within your attack's Range or Reach: a creature, object, or location;
2. **Declare Effect**: Many attacks have multiple effects, some of which shift your Skill Die. Declare which of your attack's Effects you wish to apply to your Target if your attack succeeds;
3. **Modifiers:** The GM determines what Upshifts and Downshifts apply to your Skill Die, and whether or not an Edge or a Snag applies to your d20. Once all applicable modifiers are calculated, note the Skill Die you'll be using for the attack Skill Test;
4. **Determine Applicable Defense:** Work with your GM to decide on the best of the creature's Defenses for your attack to target – Toughness, Evasion, Willpower, or Cleverness;
5. **Roll Attack Skill Test:** Roll a d20 and the applicable Skill Die to try and equal or surpass the target's Defense;
6. **Results**: Did your Skill Test equal or surpass the target's Defense? Was your attack a Critical Success? A high degree of success? A Fumble? Now is also a good time to remember that you can use a Story Point to reroll a die on a Skill Test, should you be dissatisfied with your result.
7. **Apply Effects If Successful:** If your attack equals or surpasses your target's Defense, apply the Effects of your Attack. If your Attack was a Critical Success or had a high degree of success, apply additional effects as well.

Step 1: Acquire Target(s)

To Attack, first choose one or more valid targets, based upon the attack in question. Most attacks are simple; one attacker acquires one target within Range or Reach.

For a target to be valid, it must be within the Range of your ranged attack or the Reach of your melee attack, and accessible to you. A target inside a sealed bank vault is not valid, even if they're within the range of your attack.

Step 2: Declare Effect

Many attacks, including Unarmed Combat, have multiple effects to choose from. The effect of your attack can impact your Skill Test, such as if your target is resistant to the damage type, the effect applies a Downshift, or a trait impacts the target's Defense. Make it clear which of your attack's effects you'd like applied on a success

Step 3: Modifiers

Once an attack's targets have been chosen and verified as valid by the GM, you need to determine what dice to roll for this attack.

Skill modifiers come in four varieties – Upshift, Downshift, Edge, and Snag – just like any other Skill Test . These modifiers can come from several different sources and are all applied to the Skill Test. Upshift and Downshift apply to your Skill Die, and Edge and Snag apply to your d20.

THE DICE SHIFT LADDER

In the **Transformers Roleplaying Game**, bonuses and penalties are frequently marked by shifts, which move your Skill Die up or down the ladder before you attempt your Test. Whenever you have shifts, you start at your current die size and move up or down the ladder:

TABLE 9-1: THE DICE SHIFT LADDER

[Auto Critical Success]
[Auto Success]
[3d6]
[2d8]
d12
d10
d8
d6
d4
d2
Base Die
[Auto Fail]
[Auto Fumble]

A character can't take Ranks in a Skill above a d12 and can't roll above a d12 or below a d2 without shifts.

There are a number of effects on the above table that aren't just a simple Skill dice type. These are detailed as follows:

Auto Critical Success: This is treated as an Auto Success result, but with an additional positive effect.

TABLE 9-2: SIZE CLASS COMBAT ADJUSTMENTS MATRIX

DEFENDER	ATTACKER: Small	Common	Large	Long	Huge	Extended	Gigantic	Extended II	Towering	Extended III	Titanic
Small	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4	↓5
Common	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4	↓4
Large	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3	↓4
Long	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3	↓3
Huge	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2	↓3
Extended	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2	↓2
Gigantic	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1	↓2
Extended II	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1	↓1
Towering	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—	↓1
Extended III	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—	—
Titanic	↑5	↑4	↑4	↑3	↑3	↑2	↑2	↑1	↑1	—	—

Auto Success: You can choose not to roll and take a standard success on the Skill Test. If you choose to roll, hoping for a Critical Success, roll 3d6 Skill Dice. You must accept the result of the roll.

[3d6]: Roll 3d6 as your Skill Dice. Unlike when you roll Specialization, you add these three dice together to determine your Skill Die results. If you are rolling 3D6 on a Skill Test and you are Specialization, keep track of which 3d6 you add together and which is on its own.

[2d8]: As with 3d6, but roll 2d8 as your Skill Dice.

Base Die: Losing any Skill Dice, attempt the Skill Test with a single d20.

Auto Fail: You fail the Skill Test, no dice are rolled.

Fumble: You fail the Skill Test without rolling and the GM determines what detrimental effect takes place. Your team gains a Story Point.

ATTACK CLASSIFICATION

Some attacks have dice shifts inherent in their effects. This can be from powerful strikes, specialized munitions, or the commonplace accuracy – or inaccuracy – of the weapon.

Some attacks might have multiple shift Skill modifiers, each based upon a certain circumstance.

For example, the anti-Cybertronian rifles that U.S. military troops wield against giant robots have a natural ↑1 dice shift when attacking Huge or larger targets but are noted to suffer a ↓2 dice shift when trying to hit targets of any smaller Size Class.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to hit with ranged attacks. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are two levels of cover. If a target is behind multiple kinds of cover, only the highest level of cover applies.

Cover imposes ↓2 on ranged attacks against the creature taking cover. For a character to have cover, at least half or more of their body mass must be concealed by an object capable of absorbing an attack, such as a large boulder, small building, or a semi-truck.

A target completely concealed by an obstacle or much larger creature is considered to have Total Cover. A target with Total Cover can't be targeted directly, although some special attacks may mitigate or eliminate this protection

HIDDEN ATTACKERS AND TARGETS

Stealth can be key in combat, and combatants often try to get the better of their enemies by hiding, activating a cloaking device, or lurking in shadows.

Attacking a target that you can't fully see, like shooting at shadows, imposes a Snag on the attack Skill Test. This happens when you're guessing the target's location or targeting a creature you can hear but not see. You automatically miss if the GM determines the target isn't occupying your target location. Of course, a crafty GM incorporates this into the story, so you never know if your miss is from a lack of target or simply a poor roll.

Conversely, when a combatant can't see you, you gain Edge on any attack Skill Tests targeting it. Unless you have a stealth-based attack (a silent sword, for example) to use with the attack while hidden (taking care to be both unseen and unheard) when you make an attack, you give away your location immediately after the attack.

SIZE CLASS MODIFIERS

There are situations in the **Transformers Roleplaying Game** where combatants of drastically different Size Classes are fighting against one another (such as when Cybertronians are attacked by humans). Just as it is easy for a mosquito to land on and bite a human or a human to hit the side of a building with a baseball, it is simpler for smaller targets to land attacks upon larger targets. Conversely, it takes special tools or focus for a human to swat said mosquito, especially when it is trying to get out of the way!

Table 9-3 shows the basic Skill dice shifts for attacks based upon the characters' Size Class.

In the case of Blast attacks, remember that the target is the location, not a target. The Size Class of a target within the area does not affect the attack.

Although it's easier for a little target to hit a bigger one, the GM can determine that the density of the larger object gives it resistance or even immunity to an attack from a creature significantly smaller than it, unless the creature attacks with a weapon designed to take out dense targets, like an Anti-Tank weapon.

SITUATIONAL MODIFIERS

There are moments when the GM determines the difficulty of an attack that does not fall under an existing rule or special trait. These are collectively called Situational Modifiers, and it is entirely the jurisdiction of the GM to decide if they should be applied.

Some good examples of Situational Modifiers are:

SKILL SHIFT UP (↑1):

- Attacker on higher ground in Melee
- Target is mired in mud or quicksand
- Attacker has Surprised the target
- Defending target is drunk on Energon
- Attacker has weapon poised and touching target

SKILL SHIFT DOWN (↓1)

- Terrible weather
- A distracting noise
- Fighting with a weapon too large or too small for attacker's Size Class
- Memories conjured by the target

GMs should bear in mind that many situations are covered by existing rules. For example, Scramble, a Scout Role's Outsider Focus Perk, lets the creature use Evasion when moving fast. If you give targets a bonus to avoid an attack based on how fast they're moving, you're either giving away an option a character had to earn, or you're increasing the power of an ability a creature earned elsewhere.

Step 4: Determine Applicable Defense

In the **Transformers Roleplaying Game**, there are four Defenses that characters possess: Toughness, Evasion, Willpower, or Cleverness. These four Defenses are calculated based upon a character's primary Essence Abilities – Strength, Speed, Smarts, and Social. Each primary Essence Ability has a Defense associated with it, calculated simply by adding 10 to the Essence Ability's numerical value. Additionally, Perks and Armor can modify a creature's Defense. Also, certain effects affect a creature's Defenses, like how the Piercing weapon upgrade makes attacks ignore deflective bonuses to Toughness.

Some attacks determine the Defense used against it, but in most cases, the defender chooses the Defense for how they react to the attack. For instance, a character with a higher Toughness can take a punch to the face, while a character with a higher Evasion prefers to dodge out of the way.

Toughness applies when a character is trying to physically shrug off or ignore the effects of an attack rather than avoid it. It is also used when a target can't possibly evade an attack (held in place or the attack is too fast). When using Toughness to shrug off blows, keep in mind that some attack effects are based on touch, so shrugging off the damage can cause exposure to other dangers and conditions.

Evasion applies when the target is getting out of the way of an attack by moving within their square to avoid the attack. Deftly dodging, outpacing, agile contortions; all that matters is the target is not touched by the attack. Unless specifically noted by an ability or situation, the target must be aware of the attack to use the Evasion Defense. If it can't, the attack defaults to Toughness with all the benefits of an unseen attacker.

Willpower applies when the target must mentally weather an attack. Caused by psychological warfare, mind control, or highly confusing mathematics, attacks targeting Willpower rarely inflict traditional damage but impose other forms of penalties on the target.

Cleverness applies when an attack harms the reputation, posturing, or popularity of a target. Like Evasion can be used to dodge away from an attack, Cleverness can be used to outwit an attack on psyche.

Effects that specifically target Cleverness tend to be social, impacting clout with contacts, gaining information, and tricking the creature.

Perks and equipment can boost defenses or allow substitutes of one Defense for another. If an attack specifies the Defense it targets, but the target has an ability that dictates the Defense they use, the target's ability takes priority.

Step 5: Roll Attack Skill Test

Once the GM agrees on the applicable Defense for the attack, the attacker grabs a d20, any applicable Skill Die and rolls to attack! This is treated as any other Skill Test in the game, except the Difficulty is set as the applicable Defense of the target.

Just like with any other Skill Test, if the attacker has an applicable Specialization in the Skill being used for the attack, they are allowed to roll all Skill Dice equal to **and** lower than their adjusted Skill Dice, keeping the highest individual result.

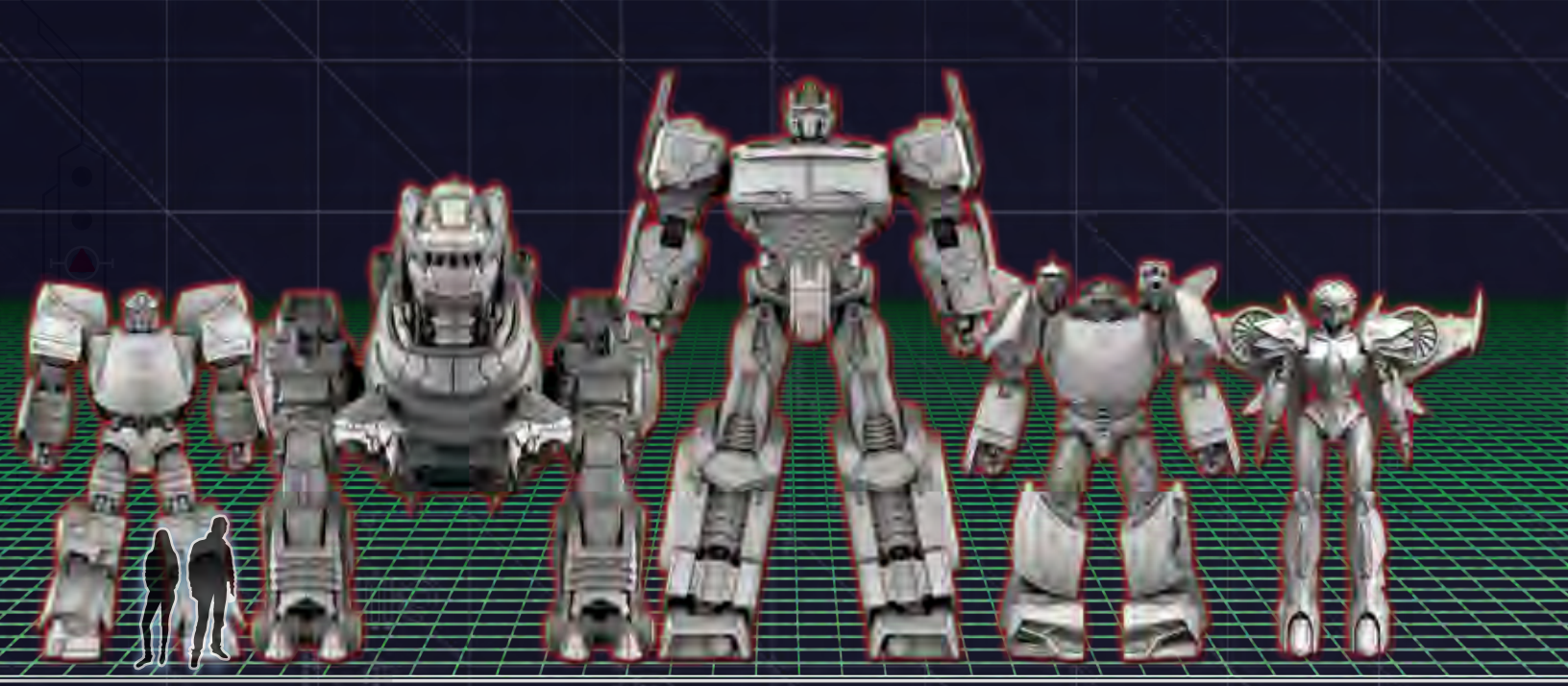
For example, Blaster is specialized with blasters. When he attacks with a blaster, assuming no modifiers apply to the roll, Blaster rolls his Targeting Skill Die (d8) and every Skill Die of a lower rank (d2, d4, and d6) and a d20. If circumstances were in his favor and he received an ↑2, he would roll his adjusted Skill Die (d12) and every Skill Die of a lower rank (d2, d4, d6, d8, and d10) and a d20. If luck was also on his side and he gained an Edge on the attack, he'd roll all of his Skill Dice and 2d20, taking the highest d20 result, and the highest Skill Die result.

TABLE 9-3: SIZE CLASSES

SIZE CLASS	PHYSICAL SIZE	MAP FOOTPRINT	REACH	EXAMPLES
Small	Less than 4′ tall	1 Square[1]	2 feet	Dogs, Drones, Children
Common	4′ – 8′ tall	1 Square	5 feet	Humans, Lookout Chassis Bot Mode
Large	8′ – 15′ tall	2x2 Square	5 feet	Typical Cybertronian
Long	8′ – 10′ in length, up to 10′ in height	1x2 Rectangle	5 feet	Automobiles, Horses, Typical Alt Mode
Huge	15′ – 30′ tall	3x3 Square	10 feet	Monolith Chassis Bot Mode, Upright Dinobots/Predacons
Extended	10′ – 20′ in length, up to 15′ in height	2x4 Rectangle	10 feet	Semi-Trailers, Tanks, Monolith Class Alt Mode, Horizontal Dinobots/Predacons
Gigantic	30′ – 50′ tall	4x4 Square	15 feet	Legendary Primes
Extended II	30′ – 50′ in length, up to 20′ in height	3x6 Square	15 feet	Traincars
Towering	50′ – 80′ tall	5x5 Square[2]	20 feet	Combiners, Some Alien Mechanoids
Extended III	50′ – 100′ in length, up to 50′ in height	5x5 Square[2]	15 feet	Industrial Construction Vehicles, Aerospace Vessels
Titanic	80′+ tall	5x5 Square[2]	25 feet	Omega Supreme, Scorponok

[1] There are no penalties applied for two creatures of this Size Class sharing one Square

[2] This is NOT the total body area of the being/object in question; merely the 'tactical area' being paid attention to in map-based combat at any given moment in round-based time.



Bumblebee
Size: Large

Grimlock
Size: Huge

Optimus Prime
Size: Huge

Wheeljack
Size: Large

Windblade
Size: Large

Step 6: Results

Add the d20 result to the Skill Die and compare the total to the Defense to determine if the total earned a Success, Failure, Critical Success, or Fumble.

Success/Failure - If the attack roll result meets or exceeds the target's Defense, the attack is successful. If it does not, the attack fails.

Critical Success – If the result is the highest number value on one or more Skill Dice (rolling an 8 on a d8, for example) and the Skill Test is successful, this is considered a Critical Success. In addition to the effect of the attack, stack on an additional effect. This can be applying damage a second time or adding an alternate effect from the attack's options.

Fumble – If the result of the d20 part of the roll is a natural '1' AND the Skill Test fails, this is considered a Fumble and should have a narrative description of a major mistake. Lost footing, a jammed firearm,or a dropped weapon are all good examples. Characters learn from their mistakes, so a Fumble adds an Energon Point to the attacker's pool to reflect this.

DEGREES OF SUCCESS

If the results of an attack roll doubles the targeted Defense, it's considered a high degree of success. Apply the numerical effect (damage, lost actions, etc.) twice. If the attack roll triples the Defense, apply the numerical value of the effects three times, and so on. This rewards competent attackers for their talent.

A high degree of success is similar to a Critical Success, but separate. An attack can be both a Critical Success and a high degree of success, applying multiple effects with additional numerical effects to a very unlucky target.

Step 7: Apply Effects

If the attack is successful, apply the declared effect.

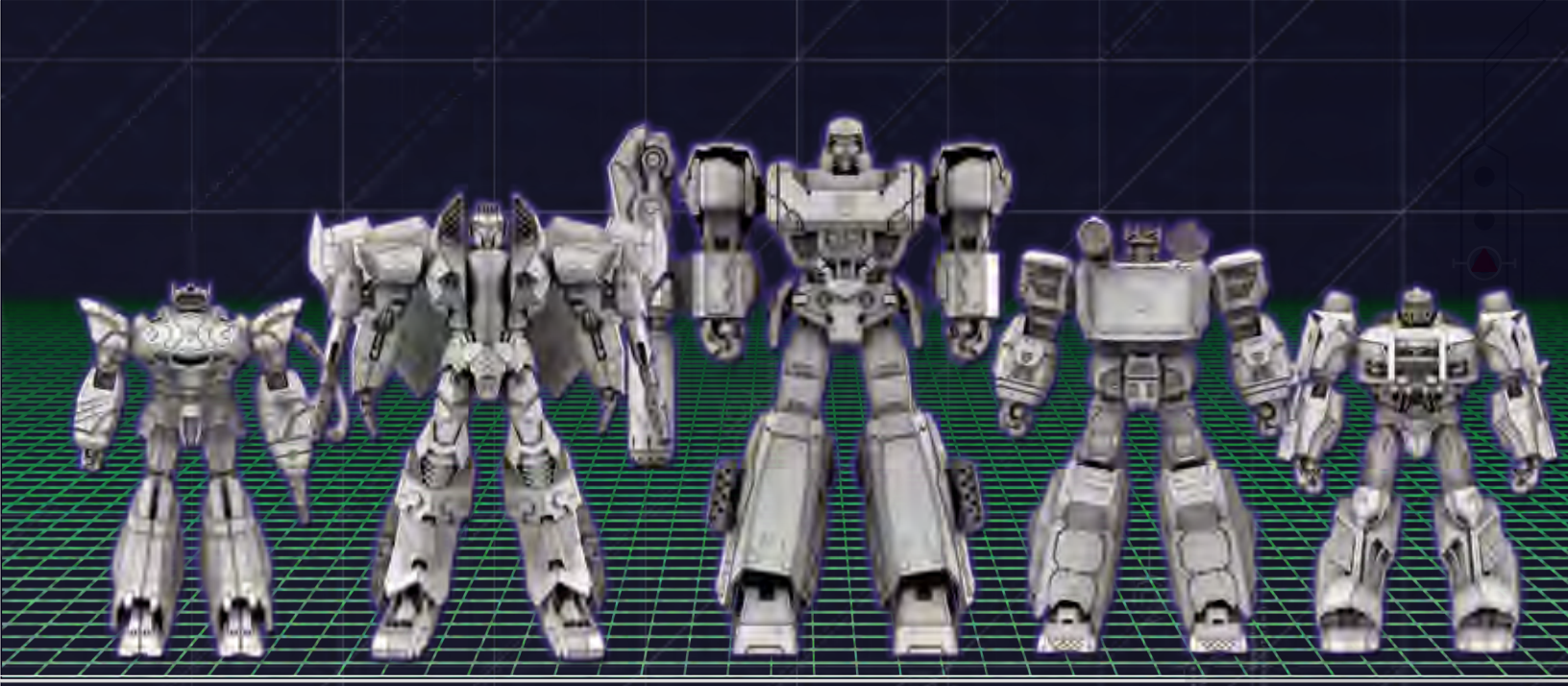
Most attacks simply inflict one or more damage. Damage comes in multiple types, some of which have additional effects listed in Chapter 8: Equipment and repeated later in this chapter. If the effect's description does not include additional rules, such as Sharp Damage, then the type of damage is more of a descriptor that other rules might work off.

Others attacks might have narrative or other game effects that take place if they are successful, as detailed in the attacks themselves. Some examples of non-damage based effects are as follows:

- A Toughness-based slow ray that reduces Initiative
- An Evasion-based webbing that reduces Movement to 0
- A Willpower-based hypnotic attack that forces a target to waste actions
- A Cleverness-based insult that causes the target to lose confidence in their abilities

Character Size and Scale

In the **Transformers Roleplaying Game**, characters come in a variety of sizes that take up different amounts of space. The Size Classes table shows how much space a character of a particular size occupies in combat. Objects use the same categories.



Shockwave
Size: Large

Starscream
Size: Large

Megatron
Size: Huge

Soundwave
Size: Huge

Barricade
Size: Large

Map Footprint

While a character or object's Size Class is determined by its physical size, its Map Footprint is the defined area in 5-foot squares it occupies in combat. This is not necessarily the character's actual physical dimensions but merely a graphic representation of it within the confines of combatting others. A typical human (Common Size Class) is not actually 5 feet in width, but factoring the length of their arms and legs and the distance they can reach with instinctual movements, inhabits a 5-foot by 5-foot area.

All 5-foot squares on the map that are touching the Map Footprint of an object/character are considered to be adjacent to it.

ADJUSTING MAP SIZES

In the **Transformers Roleplaying Game**, most battles take place between Cybertronians that are, in general, larger than humans. Unfortunately, their enlarged footprints and reach can make most combat maps confining and limiting to tactical Movement. While that can be appropriate for some combats (Cybertronians are aliens trying to fit into a world designed for much smaller creatures) you'll also want to flex your larger Size and your Alt Mode's faster Movement.

For a combat that emphasizes Alt Modes, adjust your map square size so that larger characters still take one square on a gridded map. For instance, a Monolith takes up a 15-foot by 15-foot square. To accommodate a combat featuring multiple Monolith characters, treat every square as 15-foot by 15-foot. This allows easier movement and maneuvering, while still keeping the map a manageable size. When adjusting map sizes, remember to adjust all other ranges and distances.

If you're worried about creatures smaller than the dimensions of one square, either not being able to reach adjacent creatures or gaining an extension to their reach, still treat them as occupying the whole space, but have them designate a corner of the square from which to measure their Reach. Changing corners within a square is a Free action.

This is not a perfect way to scale things and can leave partial map square remainders. Still, it tends to be more exciting and strategic than having huge chunks of a normal combat map taken up by two combatants' footprints.

Scale and Size on the Table

In the Transformers Roleplaying Game, character size takes on a wide range that cannot always be accurately represented on the table. With Cybertronians converting from Mode to Mode, sometimes a character's representation inside game mechanics are not the same as they would visually look in a room. Always look at the Size Class chart as an abstraction of "reality" for use in game mechanics and use the designated Map Footprint and Size Class for use in play.

Momentarily Acting Smaller

A character's Size Class and the space they take up is not ironclad in the narrative sense. The characters can push themselves through an area that is up to two Size Classes smaller than they are. Thus, a Huge-size character trying to push itself through a garage entrance that is only 10 feet across can do so but treats the entire Movement as Rough Terrain.

While making this kind of Movement, the moving character has a Snag on all physical actions, as it is challenging to squeeze down and act normally. Additionally, anyone targeting a creature acting smaller gains an Edge on their attack.

The GM has final say as to whether or not a PC can squeeze at all. For example, it would be impossible for Optimus Prime to squeeze into a single door sized for a human.

Damage and Repair

Injury and risk of death are constant companions for those who take on the forces of evil on behalf of goodness and light. The thrust of a sword, a well-placed laser blast, or a volley of missiles all have the potential to damage or destroy the hardiest of creatures.

Health

Health represents a combination of physical and mental durability, the will to live, and luck. Characters with more Health are more difficult to defeat. Those with less Health are more fragile and easier to force into submission.

Your Health can be any number from 0 to your maximum Health, based on your Origin, ranks in Conditioning, and select Perks. This represents how bruised, battered, or otherwise injured you currently are. Whenever you take damage, that damage is subtracted from your current Health. When you reach 0 Health, you are Defeated.

DAMAGE TYPES

Different attacks and damaging abilities deal different types of damage. Damage types have no rules of their own, but other rules rely on the types to be defined. The damage types follow, with examples to help a GM assign a damage type to a new effect.

- **Acid:** Acid weapons deal 1 extra damage when they hit targets that defend with Toughness.
- **Blunt:** Bludgeon-based force attacks – hammers, falling, constriction, and the like – deal Blunt damage.
- **Cold:** Cold weapons add Stun 1 as an alternate weapon effect. If the weapon already has a Stun effect, increase the Stun effect by 1.

Reach

Just as characters take up a general area on the combat map, they also have an area around them that they can interact with. This is called their Reach. This value is the distance that extends from the object/character's Map Footprint to physically perform actions, most notably basic melee attacks. If another character or object is within something's Reach, it can be directly touched, grappled, punched, bitten, etc.

Many melee attacks, notably those with weapons, can extend a character's Reach, but only for that attack.

- **Electric:** Charged with voltage energy that homes in on targets, electric weapons gain ↑1 on attacks.
- **Electromagnetic:** Powered with energy that disrupts machinery, electromagnetic weapons ignore computerized bonuses to Evasion, and are ↑3 against computers, computerized vehicles, and Cybertronians, but ↓3 against all other targets.
- **Fire:** Fire weapons deal one extra damage when they hit a target that defends with Evasion.
- **Laser:** Laser weapons gain Stun 1 as an alternate effect and can be used to Spot targets as an alternate effect.
- **Poison:** A long-term effect that debilitates as it deals damage. Some poisons affect Cybertronians, such as the Rust Plague.
- **Psychic:** Mental manipulation, either through force of personality, physical manipulation of the core processor, or even psychic weapons.
- **Sharp:** Puncturing, slicing, and impaling attacks, including spears, bites, swords, and axes that deal Sharp damage.
- **Sonic:** A reverberating element that can be subtle or blatant. Sonic weapons gain an alternative effect identical to the weapon's primary effect, but it targets Willpower with a ↓2.

Resistance to Damage Types

If you are Resistant or have Resistance to a type of damage, attacks that deal that type damage suffer a Snag when targeting you. If no Skill Test is rolled or the Skill Test targets your location rather than targets you, the damage is halved (rounding up).

Immunity to Damage Types

If you are Immune or have Immunity to a type of damage, you do not suffer damage of that type and any additional effects that damage would cause.

Essence Damage

Some attacks and effects don't damage your Health, they reduce your Essence Scores. Essence damage does not reduce your Skill Ranks or Defense (unless otherwise stated), only affecting you when an Essence Score is reduced to zero.

The effect of reducing an Essence Score to zero depends on the Essence Score:

- **Strength**: You are in forced shutdown. You cannot take actions of any kind and are unaware of your surroundings.
- **Speed**: You are paralyzed. You cannot move in any way and suffer ↓2 on Skill Tests.
- **Smarts:** You are caught in a stupor. You can only take Move actions and suffer a Snag on Skill Tests.
- **Social**: You are lethargic. Move and Standard actions costs an additional Free action and you suffer a ↓1 on all Skill Tests.

Damaging Objects and Items

Although most targets of attacks are Cybertronians, human vehicles, and other creatures with their own statistics to compare and contrast with, there can be many situations where an object or item is attacked directly in the hopes of damaging or destroying it.

If the object being targeted is being held by a creature, the attacker should use the holding creature's Evasion Defense to try and strike the item specifically, but apply the Size Class of the object, not the creature holding it, to modify the attack Skill Test. If successful, the object takes the effect(s) of the attack.

If a character targets an unattended object, the object can only defend against the attack with its Toughness. The size of the object modifies the attack.

The base Toughness of objects are based on what they are predominantly made of, such as the examples on **Table 9-4**.

TABLE 9-4: TYPICAL OBJECT TOUGHNESS

OBJECT CONSTRUCTION	TOUGHNESS	EXAMPLES
Ceramics, Cloth, Glass	2	T-Shirt, Home Window
Flimsy Wood, Drywall	5	Thin Board, Internal Apartment Wall
Standard Wood, Thin Plastics, Reinforced Glass	10	Household Door, Plastic Toy, Shatterproof Windshield
Thick Wood, Standard Plastics, Weak Stone, Thin Metal	15	Fancy Door, Picnic Table, Fiberglass, Roadsign
Reinforced Plastics and Wood, Standard Stone and Weak Metal	20	Riot Shield, Heavy Banded Door, Semi-Trailer Wall
Formidable Plastics, Thick Stone, Standard Metal, Advanced Composites	25	Bulletproof Glass, Detroit Steel Car Body, Kevlar Plating
Reinforced Metal and Composites, Superdense Materials	30	Titanium, Bulkhead Door, Hull of a Cybertronian Starship

An object's Size Class and the source of the attack determines the amount of damage it can suffer before it is utterly destroyed.

If the source of the damage is a Ranged attack, each damage inflicted ruins (broken, shattered, not utterly disintegrated) up to a 5'x5'x5' volume of that object *or* the listed Area of Effect of the attack (whichever is larger) worth of the object.

For example, in his tank mode, Megatron fires at a brick garden shed where two human soldiers work on an improvised EMP to take him down. He rolls for a total of 26. The GM rules the brick garden shed is made of Thick Stone, meaning Megatron beats its 25 Toughness. Normally, this should blow a big chunk out of the wall, but because his fusion cannon has a 20ft blast radius, it obliterates the shed, ruining the EMP and damaging the soldiers who only have a Toughness of 12.

If the source of the damage is a Melee attack, each damage inflicted ruins up to the attacker's Map Footprint worth of the object.

For example, Bumblebee in Alt Mode needs to bash through locked wooden double doors in an office building to save one of his human friends, who is being held on the other side. The GM explains that the doors have a Toughness of 10 for standard wood. Bumblebee rolls and gets a 21, a high degree of success! His attack normally inflicts 1 damage, making this worth 2! Both double doors splinter and buckle open from the power of his ramming!

It should be noted that this could lead to the mass destruction of property like buildings and sections of wooded forest, etc. Depending on how the PCs handle this sort of thing, such wanton disregard for public property could cause problems for them in the future!

Defeat and Repairing Damage

Damage isn't permanent. When a creature is reduced to zero Health, it is **Defeated**. When a creature is Defeated, it can no longer take actions normally but can spend an Energon to momentarily act as though they have not been Defeated.

All kinds of Defeat, even death, are theoretically reversible. When defeated, you and your GM determine in what manner the defeat is done.

When Defeated, no matter how much damage is done to defeat you, you are reduced to zero Health (i.e. a 4 damage hit when you have 1 Health remaining reduces you to 0, not -3).

When an NPC is reduced to zero Health, the GM determines the nature of their Defeat. They might find it convenient to remove them from the board and write them out of the campaign, or they can treat them as conscious and able to answer the PCs' questions, just not able to keep fighting.

The GM can determine that a character was Defeated in such a way that they can't regain Health unless something truly powerful is applied to restore life.

Discuss Defeat with your Table

As part of your Session 0, part of setting the tone of the game is deciding what Defeat means. For instance, if you're playing in the style of the original Transformers 1980s cartoon, Defeat rarely, if ever, means death for characters on either side of battle. On the other hand, if you're planning on playing a more hardcore style like the original Transformers animated film, death may be a constant threat. Keep in mind that some Roles that have Perks that repair and revive Defeated characters may need modification based on how your game handles Defeat.

Repair

Damage can be removed and Health restored in a number of ways.

Rest restores a creature's Health, be they organic or Cybertronian. Six hours of sleep within a 24-hour period removes all damage and recovers one Essence Point, if applicable.

Additionally, as a Standard action, Science Skill Tests can restore Health to living creatures, and Technology Skill Tests can restore Health to machines (including Cybertronians) if they are a target within your reach.

The DIF of a Skill Test to restore Health is equal to 5 + 5 per Health you want to restore. So if you want to restore 1 Health, the DIF of the Skill Test is 10. If you want to restore 4 Health as a single Standard action, it requires a DIF 25 Skill Test.

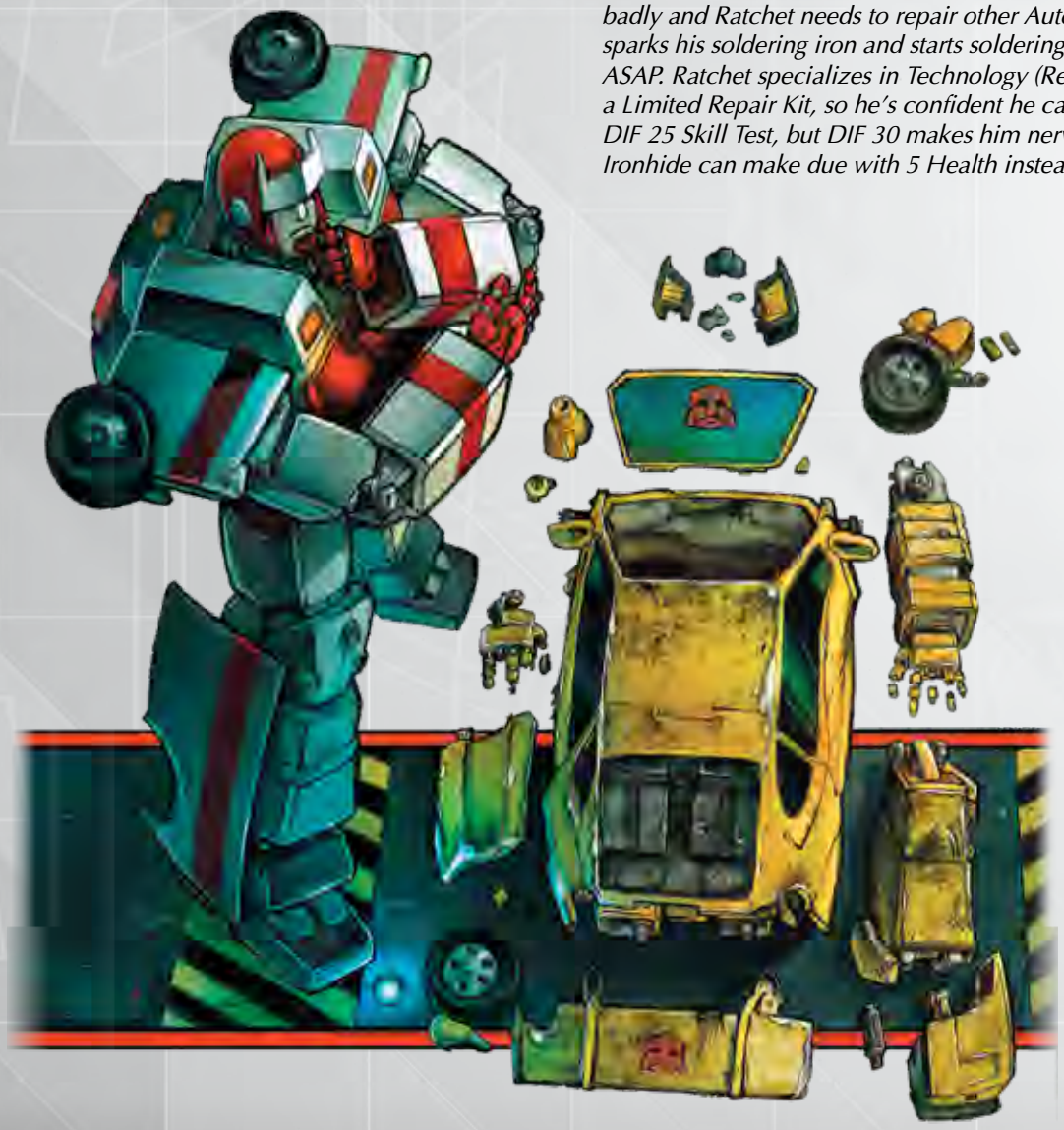
Restoring Health requires a Standard kit of the appropriate Specialization. For example, Restoring Health to a Cybertronian requires a Repair kit.

Optional Rule: Human Engineers

Although human doctors can't heal Cybertronians, it is possible for human engineers to repair them. If the GM agrees, a human can attempt to Repair a Cybertronian with a Snag, unless that human is familiar with Cybertronian physiology.

When a creature regains Health, it is added to their current Health, up to their maximum.

For example, Ratchet needs to get a wounded Ironhide back in action. Ironhide took 5 damage, leaving him with 1 Health out of his Maximum of 6. This combat is going badly and Ratchet needs to repair other Autobots, so he sparks his soldering iron and starts soldering Ironhide ASAP. Ratchet specializes in Technology (Repair) and has a Limited Repair Kit, so he's confident he can succeed at a DIF 25 Skill Test, but DIF 30 makes him nervous. He hopes Ironhide can make due with 5 Health instead of all 6.



Vehicle and Alt Mode Combat

Cybertronians don't just fight in Bot Mode. Decepticon Seekers scream from the air, dropping bombs on unsuspecting humans. Autobots race to the scene, sideswiping Stunticons to drive them off the road. Experienced Cybertronian soldiers constantly change modes on the battlefield, using whichever offers the greatest advantage.

Sometimes, they even use vehicles of their own. For example, both factions crashed to Earth in spaceships, which were non-sentient vehicles. Autobot medics use floating repair bays to help them rush to patients in locations their Alt Modes can't reach. Particularly large Cybertronians can carry their comrades inside them. And human vehicles are mindless, only moving when controlled by their owners.

As such, this section is divided into two parts. Alt Mode combat covers maneuvers, situations, and other rules that apply equally to Cybertronians and non-sentient vehicles. Vehicle combat covers aspects that are exclusive to vehicles that aren't also robots in disguise.

Vehicle Initiative

Drivers with at least a d4 level in the Driving skill can use their own Initiative modifiers to determine the vehicle's Initiative. The driver must use the listed Initiative of the vehicle if they do not have enough training as they focus on controlling the vehicle.

Cybertronians not in a vehicle act on their own Initiative, regardless of Mode.

Controlling a Vehicle

Controlling a vehicle requires a driver to use a Move action to drive on their turn. Doing so moves the vehicle up to its Movement on its turn. Regardless of how many actions a driver spends on moving a vehicle, the vehicle can only move up to its Movement on its turn. Certain actions, like a 90 degree turn or driving over a ramp, require Driving Skill Tests.

Cybertronians in Alt Mode move on their own accord, but must make Driving Skill Tests in the same situations that a vehicle would have to, although Cybertronians have the option to convert if legs and an Athletics or Acrobatics Skill Test would make the situation easier to deal with.

Chases

One good reason to convert into Alt Mode is to chase after a vehicle or another Cybertronian. If one character's Movement is greater, the faster Alt Mode is assumed to either escape or catch up. If the respective Movements of the two characters are the same, however, each character or pilot makes an opposed Driving Skill Test. The winner gets a bonus Standard action which can be used to increase or close the distance between the two characters, attack if the character or vehicle has appropriate weaponry, or ram (see below).

The chase ends if one or both characters stop or crash, or if the distance between the two characters is more than three times the chasing character's Movement.

Ramming

Drivers and Cybertronians in Alt Mode can use their vehicle as a weapon to run over and bump into targets. Doing so is part of the Move action to drive the vehicle, requires a Skill Test to hit the target, and the vehicle must move at least 10ft on its turn first. In addition, compare the size between the attacker and defender to provide shifts. A base ramming attack deals 1 Blunt Damage to the target, but some vehicles and Alt Modes do more - check the vehicle's statistics under **Attacks**.

Skill tests for attacking with a non-Cybertronian vehicle favor the crew. Usually, attacking with the body of a non-Cybertronian vehicle itself is called Ramming. Use the operating crew member's listed skill, unless two Skills are listed (usually a vehicle Skill and an operator Skill). In that case, use the better of the two Skills.

Crashing

If a vehicle or Cybertronian in Alt Mode in combat moves into an impassable area for that vehicle (a building, for example) – it crashes. Vehicles made Prone also crash (Cybertronians can simply convert to Bot Mode and back to Alt Mode to right themselves).

A vehicle or Cybertronian in Alt Mode that crashes has the following effects applied:

- Reduce all Movement types to 0 until repaired;
- Each Hardpoint weapon must pass a **DIF 14 Might Skill Test** or become useless until repaired;
- Suffer 1 Blunt Damage per 10 feet of Movement it moved on the turn it crashed;.
- Passengers must pass a **DIF 13 Athletics or Acrobatics Skill Test** to leap free of the crashing vehicle. Success places them in a space adjacent to the vehicle, Prone, and inflicts 1d2 blunt damage.
- Crew members that remain in the vehicle when it crashes suffer half the damage the vehicle does from the impact.

Aerospace Combat

In reality, most aerospace combat is extremely fast and offers milliseconds to act as combatants blast by their targets or hover nearby to unleash payloads upon ground targets. The **Transformers Roleplaying Game** uses a simplified but more dramatic version of flying combat to deliver an action-packed but narrative feel.

While more dangerous than simply rolling down the highway on four wheels, the rules for aerospace combat are rudimentarily the same.

Flying

Flying characters and vehicles benefit from added mobility and ignoring obstacles on the ground, but risk falling from dangerous heights.

Creatures using Aerial Movement must Move forward at least 10 feet on their turn, unless they have a rule that allows them to hover (such as Rotor Blades). If they are prevented from moving forward at least 10 feet, they fall.

When flying vehicles and Cybertronians in a flying Alt Mode crash, in addition to the normal rules for crashing, they also fall.

If a Flying character is knocked Prone by a game effect, has its Aerial Movement reduced to 0, or somehow has its ability to move nullified – unless it can hover or be held aloft in some way – it falls.

See **Chapter 10: Exploration** for rules on falling.

Space Combat

While the real-life physics and science behind combat in space are essential and required to survive such maneuvers, like with Aerospace combat, such things are handled in a more simplified form.

Combat between spacecraft, Cybertronians in zero-G situations, and or a combination thereof is treated like aerospace combat in all ways, save that a vehicle that can travel in zero-G has a second, lower aerial Movement in parenthesis after the first. This number is the mandatory amount of Movement the flier must use in a zero-G combat per turn unless it can hover.

Additionally, unless the GM determines the environment to account for it, it is not possible for a flier in zero-G to be made Prone or crash.

Operating Vehicles

When a Cybertronian chooses to drive a vehicle rather than turn into one, they use a combination of their statistics and the vehicle's statistics, explaining its basic functions: Crew, Weapon Systems, Hardpoint Weapons, Firepoints, and unique Traits.

Skill Tests for attacking with a vehicle, specifically, favor the crew. Use the operating crew member's listed Skill, unless two Skills are listed, usually a vehicle Skill and an operator Skill. In that case, use the better of the two Skills.

Crew

Vehicles have two kinds of Crew: Drivers and Passengers.

- **Drivers:** Drivers are the principal operators of a vehicle. Vehicles list the number of drivers required to operate at full capacity. A vehicle requires at least one driver to function effectively, and the driver must have at least Driving d2. If a vehicle has one driver but less than the listed number of drivers, or if any of the drivers do not have at least Driving d2, the vehicle moves at half its listed Movement.
- **Passengers:** Passengers fill optional jobs or are just along for the ride. Everyone in a vehicle who isn't a driver is a passenger. Passengers have the option to fill secondary crew positions, like gunner or driver of a docked vehicle. Unless you opted to fill a crew position when you embarked, filling a crew position is a Move action as you move about the vehicle to get into position.

Embarking and Disembarking

Embarking and disembarking a stationary vehicle within Reach takes half of a creature's Movement. When you embark a vehicle, declare whether you are embarking as a driver or a passenger. If you are a passenger, declare if you are filling an optional crew position. You can't embark on a vehicle with a full crew complement.

Embarking and disembarking safely while a vehicle is in motion is more complicated, if not impossible. The vehicle must be within Reach, and you must have the same Movement type as the vehicle. Make an Athletics, Acrobatics, or Driving Skill Test, with a DIF equal to 5, plus the number of feet the vehicle moved on its last turn divided by 5.

For example, a human wants to get into Optimus Prime while he's driving to the scene of battle. Optimus drove 60ft last turn, so the human needs to succeed at a DIF 17 (5+[60/5]) Athletics, Acrobatics, or Driving Skill Test.

Crew that wishes to disembark – emergency or otherwise – from a flying vehicle had better possess some way to either fly on their own or have safety gear that allows them to float somehow harmlessly to the ground.

If a crew member on a seacraft wishes to disembark in a turn that it has moved, or wishes to make an emergency disembark, they must pass a Difficulty 10 Athletics or Acrobatics Skill Test to dive in and swim normally, starting from any adjacent space to the seacraft. Characters with a natural Aquatic Movement pass this Skill Test automatically.

Attacking From A Vehicle

A vehicle's Crew can attack from inside the safety of the cabin. On each crew member's Initiative, they take their turn as normal. If they use their Standard action to attack, they must deal with a few modifiers:

- To use their personal weapons, they must have access to a Firepoint. Attacking from a vehicle suffers a Snag due to the motion of the vehicle. Crew use their own Size Class for any shifts dependent on the Size Class of their target as normal.
- If the vehicle has Hardpoint weapons, they can use those instead. Hardpoint weapons, weapons that are built into the vehicle itself, can be used to make an Attack action and are designed to compensate for the locomotion of the vehicle. To use a hardpoint weapon, the gunner makes an attack normally, using the character's Targeting Skill modified by the vehicle's Size class.
- Each hardpoint weapon may only be used to attack once per turn, no matter how many crew are available to use it.

Defeat of a Vehicle

Being inside a heavily armed and armored vehicle can be a great source of protection for the crew – until something breaks through that protection. That is when a racing vehicle can suddenly become a fiery death trap.

When a vehicle reaches 0 Health for any reason, it must immediately make a **DIF 14 Brawn Skill Test**. If it succeeds, the vehicle merely crashes (see Crashing above for more). Unless it has protection noted against it, a vehicle failing that Skill Test instead explodes.

When a vehicle explodes, it inflicts a randomly rolled amount of fire damage to everything in a given area of effect, both of which are based on the Size-class of the vehicle in question (see **Table 9-5** below). Everyone and everything in that area of effect can pass a **DIF 14 Athletics or Acrobatics Skill Test** for half damage. The table below shows how large and damaging the explosion is.

When a seacraft is reduced to 0 Health, it begins to sink whether or not it explodes. An unexploded seacraft sinks at a rate of 1d4 feet per round. An exploded wreck sinks much faster, at a rate of 2d6 feet per round. Any crew remaining on board a sinking seacraft begins to drown at a rate noted by the GM.

Other Forms of Combat

Underwater Combat

Adventures sometimes take you to unfathomable depths.

When making a melee Attack action underwater, creatures without an Aquatic Movement type suffer a Snag unless the weapon is crafted explicitly for underwater use.

When making a ranged attack within a weapon's normal Reach, the attack roll has a Snag unless the weapon is designed to shoot through water. At long range, the attack suffers ↓3.

Fire-type attacks against creatures and objects that are fully immersed in water suffer ↓2.

Mounted Combat

While it is rare for Cybertronians to ride sentient creatures, it's not impossible. For example, more than one Autobot has ridden atop Grimlock in his Alt Mode. When one character rides atop another, they use these rules. If one Cybertronian is fighting from inside the Alt Mode of another, use the Vehicle Combat rules instead.

To ride a willing creature into battle, it must be at least one Size Class larger than you and have an appropriate anatomy to serve as a mount, using the following rules:

MOUNTING OR DISMOUNTING

During a Move action, you can Mount or Dismount a creature that is within your reach. This expends 15 feet of Ground Movement. If you don't have 15 feet of Ground Movement left, you cannot mount the creature.

If something moves your mount against its will while you're mounted upon it, a **DIF 12 Athletics, Acrobatics, or Animal Handling Skill Test** is necessary to avoid falling off the mount, landing prone in a space within 5 feet of it.

CONTROLLING A MOUNT

While mounted, you can either personally control the mount or allow it to have independent action. Intelligent creatures prefer to act independently. When you mount an animal, decide whether you are controlling the mount or allowing it to act independently.

If you control the mount, the mount's place in the Initiative order changes to match yours when you mount it in a combat scene. The mount acts as you direct it. Directing a mount is a Free action and requires an Animal Handling Skill Test against their Willpower to control.

An independently acting mount rolls and keeps its own place in the Initiative order. It moves and acts as it wishes, and you either hope it takes you where you need to go or enjoy the ride.

TABLE 9-5: EXPLODING VEHICLE DAMAGE

SIZE-CLASS	AREA OF EFFECT	DAMAGE	EXAMPLE
Common – Long	15′ from edge of vehicle's Footprint	2d2	Jet Pack, Motorcycle, Skimobile, Automobiles
Huge – Gigantic	30′ from edge of vehicle's Footprint	2d4	Construction Rigs, Small Speedboat, Lift Crane
Extended II – Towering	45′ from edge of vehicle's Footprint	2d6	Jet Plane, Semi Truck, Tanker
Extended III – Titanic	Entire Scene[1]	2d8	Aircraft Carrier, Freight Train, Space Orbital

[1] This explosion is so large, everything in the combat must try and avoid damage.

10

EXPLORATION

Autobots travel the world on assignments to thwart the Decepticons - this means being ready to explore and operate in all manner of environments by land, sea, and air.

This chapter covers time, movement, environmental dangers, conditions, and ways to spend downtime between missions.

Time

In the **Transformers Roleplaying Game**, you'll frequently face time pressure to complete your missions. With the threat of world-ending schemes by Megatron looming, there's little time to see Earth's sights.

When on a mission, your GM determines how much time you have to accomplish your goals. As you take actions, the GM determines how long the task takes, and how to measure the passage of time. Driving around exploring a city takes minutes, but flying from one location to another takes hours, and pushing through an inhospitable jungle could take days. You usually have an idea of how long tasks take to accomplish so you can plan accordingly. The more detailed and intense a scene, the slower time passes.

Seconds

In combat and other fast-paced situations, time passes in 6-second turns, with 10 turns equaling one minute. With the risks so high, every second counts, so your processors slowly absorb and react to as much information as possible. Because time slows down, it takes minutes or even hours to run combat at the table, even though most combat lasts less than 1 minute to your character.

Certain Perks last a number of minutes, so it is handy to remember that if you are in combat and a Perk lasts for 1 minute, you have 10 turns before it goes away. See **Chapter 9: Combat** to learn more about turns.

Minutes

In non-violent situations that can turn violent in an instant, time passes in minutes. Investigating an area, creeping down a long hallway, picking a lock, all put a moderate amount of pressure on you. Unlike in combat, most Skill Tests you attempt will take a minute to accomplish. Generally, at this time scale, the game plays out close to real time.

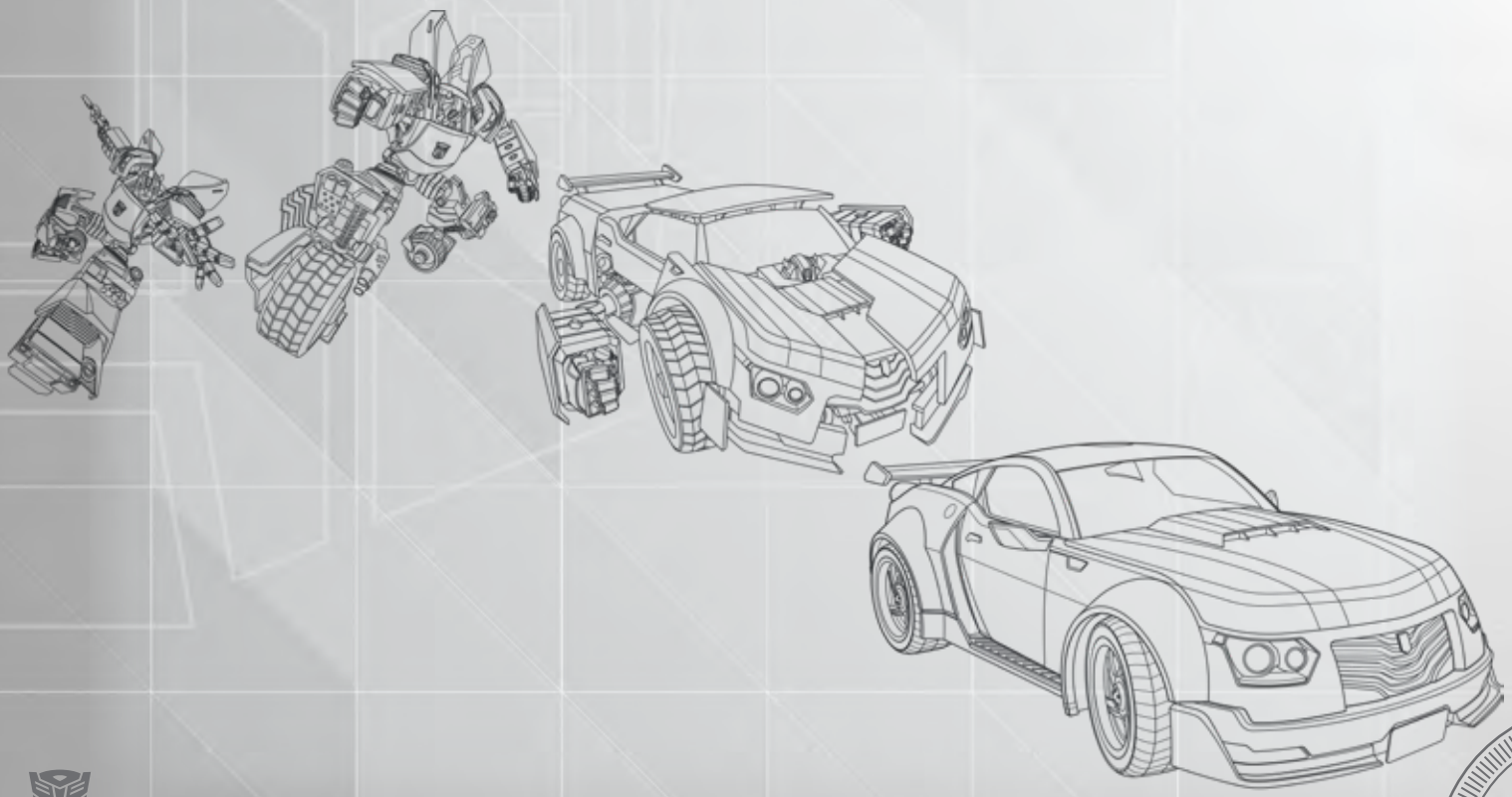
Hours

Usually reserved for travel, if time is counted in hours, you mostly won't be called on to make Skill Tests, unless it's a single task with a chance of failure that you must commit to, such as analyzing a sample in a lab or researching a topic in Teletraan-1's databanks.

Scenes that play out over hours often benefit only one or two characters. Don't be surprised if the GM asks characters not involved in the committed activity what they'd like to do with that time. If there's nothing productive for you to do, try to think of an activity that's appropriate for your character, like composing a song or practicing your aim.

Days

It's rare that the time between two scenes on a mission takes days. Most often, skipping over days in the lives of your characters means you're traveling a great distance and at low risk. Senes like these are good opportunities to discuss mission details in-character. Otherwise, unless you're in a position to work on a downtime project, it's best to move past scenes of travel and back to the action.



Movement

Movement is an integral part of everyday life, especially on thrilling adventures as an Autobot soldier. Whether you need to swim out to rescue a drowning human, sneak down a darkened alley, scale the walls of a hidden headquarters, or climb up the side of a volcano, all sorts of Movement comes into play as you go on missions.

While Movement in combat is covered in Chapter 10, characters still need to move from one place to another between all the action. Because granular timekeeping isn't as important out of combat, you can approximate travel times, or use **Table 10-1: Travel Pace** to calculate time passed based on Movement Rating, pace, and the terrain.

Movement Rating

Every creature has one or more Movement Ratings, measuring the distance in feet you can move as a Move action on their turn (as described in **Chapter 9: Combat**). This number assumes short bursts of energetic Movement in the middle of a life-threatening situation, not moving at cruising speed to conserve energy.

Travel Pace

While traveling, a group of Autobots can move at a slow, normal, or fast pace. The table approximates how far you can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and search an area more carefully.

The Per Day column on **Table 10-1: Travel Pace** assumes 8 hours of travel in a day. You can push on beyond that limit, but you'll run out of energy. For each additional hour of travel beyond 8 hours, make a DIF 12 (+ 1 for each hour past 8 hours) Brawn Skill Test at the end of each hour. On a failure, you suffer 1 Strength Essence Damage.

Rough Terrain

The travel speeds given on **Table 10-1: Travel Pace** assume relatively smooth terrain: roads, open plains, or clear hallways. But Autobots often face dense forests, sandy beaches, destroyed buildings, steep mountains, and ice-covered ground—all rough terrain. Movement is halved in Rough Terrain, so moving 1 foot in Rough Terrain costs 2 feet of Ground Movement, or half of the table's estimates.

TABLE 10-1: TRAVEL PACE

PACE	PER MINUTE	PER HOUR	PER DAY	PER TURN	EFFECT
Slow (foot)	200 feet	2 miles	18 miles	20 feet	Able to use Infiltration
Normal (foot)	300 feet	3 miles	24 miles	30 feet	--
Fast (foot)	400 feet	4 miles	36 miles	40 feet	↓2 dice shift to Alertness Skill Tests
Vehicles and Alt Modes	3500 feet	40 miles	960 miles	360 feet	Driver receives Snag on Alertness Skill Tests

A Bulldozer As Fast As A Motorcycle?

Cybertronians pretend to be their Alt Modes. While they benefit from many of the advantages of the Earth equivalent of their Alt Mode, they are very different machines under their hoods.

That said, some Alt Modes are faster than others. The speeds on Table 10-1 average out Alt Mode Speeds and assume a team sticking together as a group (traveling at 60 mph with regular breaks). If the GM wants more realistic speeds, consider the Movement of the slowest alt form and calculate from there.

Special Types of Movement

In addition to Ground Movement, your Autobot may need to swim, crawl, climb, or jump to get to wherever they need to go. Perhaps your character needs to drive behind some cover to avoid being seen or jump onto a tall structure to gain some advantage on a direct line of sight.

Climbing and Swimming

You can climb or swim, even without a Climbing or Aquatic Movement. Every 1 foot spent climbing or swimming takes 2 feet of Ground Movement, unless you have a Climbing or Aquatic Movement or special equipment to help.

Depending on the conditions, you may need to attempt an Athletics Skill Test to manage the roughness of the water or the smoothness of the vertical surface.

Crawling

If you need to get across a surface without getting up, you can Crawl. Crawling takes 1 foot of crawling takes 2 feet of Ground Movement, and you gain the Prone condition.

Jumping

Jumping requires an Athletics or Acrobatics Skill Test, or a Driving Skill Test in Alt Mode, whenever you attempt to jump further than your Reach. Instead of rolling against a DIF, roll your Skill Test and add/subtract a certain amount, based on the Jumping Table. You jump a distance in feet equal to your result.

Each foot you clear on a long jump costs a foot of Movement.

TABLE 10-2: JUMPING

METHOD	MODIFIER
Standing Long Jump	-10
Running (10ft) Long Jump	-5
High Jump	-18
Running (10ft) High Jump	-13
(For every Size class larger than Large)	+10

Falling

When a jump or a flight doesn't go according to plans, you fall. At the end of a fall, you take 1 Damage for every 10 feet falled, to a maximum of 20 Damage. Unless a Perk or Skill Test reduced the Damage from the fall to 0, you land Prone.

The Environment

You may find yourself exploring dangerous locales rife with the unknown. The rules in this section cover some of the most important ways you can interact with the environment while on a mission.

Vision and Light

Darkness and certain other effects hinder a character's ability to see well, and sighted characters in areas obscured by dim light, dense fog, and other conditions suffer a Snag when they can't perceive the task at hand.

In bright light, most sighted characters can perceive the area around them at close-range and longer distances. Daylight, well-lit rooms, campfires, torches, and headlights all provide sources of bright light at varying degrees and distances.

Dim light is defined as shadowy areas, the middle ground between where bright light ends and pitch-darkness begins, such as just outside the beam of a headlight, or as the sun is nearly set or just rising while outdoors.

Darkness is described as any area in which a person can't see beyond their Reach in front of themselves. This occurs outside at night, in underground caves with no light source, and in other places with no natural or manufactured light.

The following chart gives examples of DIFs for Alertness Skill Tests to see in various conditions, although the GM may adjust these DIF levels based on the situation at their discretion.

TABLE 10-3: VISION

CONDITION	DIFFICULTY
Complete Darkness	DIF 20
Dim Light	DIF 15
Dense Fog	DIF 10
Heavy Foliage	DIF 10
(For every Size class larger than Large)	+10

Extreme Weather

Although Cybertronians don't need to add layers to protect themselves from conditions in the same way organic lifeforms must, the weather still impacts their ability to accomplish their goals on missions.

EXTREME COLD

When you're exposed to temperature at or below 0 degrees Fahrenheit or -17 degrees Celsius, you must succeed at a **DIF 10 Brawn Skill Test** at the end of each hour or suffer 3 Strength Essence Damage. Creatures with resistance or immunity to cold damage automatically succeed on the Skill Test.

EXTREME HEAT

When the temperature is at or above 100 degrees Fahrenheit or 37 degrees Celsius, your Cybertronian circuits dry up. You must succeed at a **DIF 10 Brawn Skill Test** at the end of each hour or suffer 3 Strength Essence Damage. Creatures with resistance or immunity to Fire Damage automatically succeed on the Skill Test.

POWERFUL WINDS

Winds can force you to brace yourself, slowing your reacting time, and can even push you back if they become powerful enough.

You suffer a Snag on ranged attacks and Alertness Skill Tests that rely on hearing.

Powerful winds in certain environments where the air can be filled with debris (such as a sandstorm in a desert or a snowstorm in arctic conditions), may also cause creatures to suffer a Snag on Alertness tests that rely on vision or make vision impossible in the same way darkness does (see Vision and Light), but gear and Perks that allow you to ignore penalties for darkness don't apply.

HOSTILE WEATHER

Everything from thick precipitation such as heavy rains, hail, and snowfall to ash in the air near an active volcano make your life harder. Hostile Weather imposes ↓2 on Skill Tests and a Snag on Alertness tests based on sight and vision.

Recharging

Cybertronians need Energon to stay alive. Barring extenuating circumstances, the Autobots keep you in enough Energon to stay active, but most Cybertronian factions across the universe are an Energon shortage away from an extinction-level crisis.

Like organic lifeforms need sleep, you need to go offline for six hours every day to cool your processors and recharge your Energon. Recharging also restores any abilities with daily uses, and you regain half of your Energon Points.

If you can't go offline for whatever reasons, you might be able to use human resources such as oil and electricity as an Energon substitute once before needing the real thing. If you can't go offline for at least one hour or find a fuel substitute, you gain the Impaired condition the next day. The previous day's penalty for being Impaired doubles every 24 hours you go without recharging.

You can spend an Energon Point to gain all the benefits of recharging except for the restoration of your Energon Points.

If your Autobot team is on an extended mission or traveling, a lack of fuel can become a problem. The GM may decide that the team needs to spend an Energon to stay active over long periods of time. If a character needs to spend Energon and doesn't have any, they become Immobilized as they go into stasis lock. Once they are given Energon, they immediately become active again.

Diseases

Despite being alien robots, Cybertronians can catch diseases. Perhaps a rust plague, triggered by a strange meteor, ravages the inhabitants of the Ark, setting the Autobots on a quest to find a cure. These occurrences can kickstart a new adventure or add to an existing one as characters search for a cure, stop the spread of the disease, destroy the source, and deal with any consequences. Diseases that affect Cybertronians generally don't affect humans, and vice versa.

Rust Plague is an example of a disease that Cybertronians can suffer from.

Rust Plague

This illness comes from alien bacteria. Once afflicted, Cybertronians start to form a rust-like substance all over their body, causing them to succumb to stiffened joints.

Symptoms manifest 1d4 hours after infection and include involuntary stiffening throughout the body. The infected creature loses one Strength Essence point and loses an additional one every hour thereafter. If the character loses all their Strength Essence points, they dissolve into rust and are considered Defeated until cured.

Any event that causes the infected creature to move more than half its normal speed forces the creature to make a **DIF 15 Brawn Skill Test**. On a failed roll, the creature becomes paralyzed for 1 minute. The creature can repeat the Skill Test at the end of each turn, regaining the ability to move and ending the paralyzed condition on a success.

Conditions

Attacks and effects impart Conditions, impacting your capabilities until they are dealt with. Conditions can either be advantageous, though the majority are penalizing. A Condition lasts until they are removed (such as by healing when Defeated) or for a duration specified by the attack or effect that caused it.

If you are affected by the same Condition from multiple sources (such as Impaired by a poison that lasts for a minute and Impaired from an enemy's attack for a turn), the Condition doesn't worsen; a creature has the Condition or it doesn't. The character has the Condition for as long as the longest duration of the effect (in the Impairment example, they would still be impaired for a minute, as that is the longest duration).

The following definitions specify what happens while you are subjected to a Condition.

Asleep

Sleeping characters are Prone and unconscious. They can be awoken with a loud noise, an action, or by taking damage. Cybertronians are considered to be asleep when they recharge.

Blinded

Blinded characters are unable to perceive the world around them. They consider all Movement to be Rough Terrain and suffer a Snag on all Attack Skill Tests. As they are unaware of their attackers, any attacks against them gain an Edge.

Deafened

Deafened characters automatically fail any Skill Tests relying on hearing.

Defeated

Defeated characters cannot act on their own and fall Prone. Spending an Energon Point allows a creature to temporarily act while Defeated, but only if the GM rules it possible based on the nature of their Defeat.

Frightened

Frightened characters suffer a ↓2 die shift penalty when in sight of their fear and cannot move closer toward it.

Grappled

Grappled Characters have a Movement of 0. This condition ends when the Grapple ends, if the grappler is defeated or unconscious, or if the Grappled character is moved out of the grappling character or effect's Reach.

Immobilized

Immobilized characters have a Movement Rate of 0 and cannot gain any benefits to their Movement Rate. attackers gain ↑1 against the Immobilized character.

Impaired

Impaired characters suffer a ↓1 die shift to all Skill Tests.

Invisible

Invisible characters are impossible to see without special equipment but are detectable by the tracks they leave or noises made. All Attack Tests made by an Invisible character enjoy Edge, and all Attack Tests against them suffer Snag.

Mesmerized

Mesmerized characters view the character who mesmerized them as a trusted ally and refuse to attack them or subject them to harmful effects. Any Social Tests by the mesmerizer enjoy Edge on Mesmerized characters.

Prone

Prone characters are on the ground. While Prone, ranged attacks against them suffer a Snag, but melee attacks have Edge. When fighting using a melee weapon while Prone, suffer ↓1 shift on attack rolls.

Restrained

Restrained characters cannot move, and Attack Tests against them gain Edge.

Stunned

Stunned characters can't take Move actions.

Unconscious

Unconscious characters are unable to act, move, or perceive the world around them. Attacks against them gain Edge, and a successful attack becomes a critical hit. Another character can spend a Standard action while in contact with the Unconscious character to rouse them, removing the Condition at the beginning of the following combat round with 1 Health.

Interaction with Humans

Earth's Species

As a native species to Earth and the only form of endemic sentient life (although some would point to many animals that should be included in this category) on the planet, most interaction between Cybertronians and residents of Earth are with humans. Human technology is primitive in comparison to other intelligent species, such as Cybertronians, and they have yet to master interplanetary travel in a way that allows them to migrate off of Earth. Thus, humans are particularly protective of their home.

Human/Cybertronian Relations

It should come as no surprise that of the humans that are aware of the Cybertonian presence on Earth, they see the alien species as a threat: to Earth, to their way of life, to their beliefs about the world around them, and to humanity itself. There are some human organizations, however, who have learned to trust and work alongside the Cybertronians. The U.S. government, for one, is aware of the Autobot-Decepticon conflict and has chosen to ally with the Autobots. There are many individual humans who have even bonded with Cybertronians and see them as friends and companions, but most people who learn about their existence are too consumed with fear of the strange and scary creatures to trust them.

The Autobot outlook on humanity differs greatly from that of the Decepticons, at least from a majority and political standpoint. While some dissent, most Autobots aim to protect the Earth and the humans that occupy it and wish to work together peacefully. Earth is, after all, a new home for many Cybertronians who live there, at least for the time being. And earthlings are not all that different from those from Cybertron and its neighboring colonies. The pursuit of science, the study of history, the goal of a greater good, and the protection of loved ones are all commonalities between the species.

Decepticons, on the other hand, view humans as insignificant annoyances. To them, people are just in the way of their greater goal, which is to strip the Earth of every last usable drop of Energon and be on their way.

Between Missions and Downtime

Heroic though you might be, Autobots can't spend every hour of the day in the thick of combat, exploration, and diplomacy. Between battles, Autobots need time to rest, repair themselves, and prepare for their next assignment. Many characters also use this time to perform other tasks, such as conducting research, studying humanity, or practicing their combat Skills on the latest video game.

The GM may ask what your character intends to do between missions or during any character downtime in-game, such as long travel or resting while waiting for mission information. This is where you want to determine long-term goals or projects for your character. Generally speaking, unless you want something specific to happen between adventures or during downtime, the time passes uneventfully. Frequently, however, whether your character chooses to do something with this superfluous time or not, the GM is keeping track of time that is passing as events already in motion continue to develop, even if miles and miles away. Nevertheless, here is a list of examples that your character may want to accomplish during this time.

Craft

You can craft or build everyday objects, including new gear, special gadgets, and works of art. You must have the tools necessary to create whatever you are attempting to make, and success is determined by a Skill Test related to the object itself. If you need access to special materials or a specific location to build your object, this must be secured before you begin.

The GM determines how long it takes to craft the item you wish to make, with items like weapons and other powerful pieces taking many months to create with just your tools alone. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have the Skills and materials required and are working together in the same place.

Repair

You can use downtime between adventures to repair Damage or recover Essence Points that were temporarily lost. If you have a persisting Condition such as poison, you can attempt a **DIF 15 Brawn Skill Test** after a total of 18 hours of recharging to end the effect.

Research

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include browsing through Teletraan-1's archives in the Ark, looking up city records or history over the Internet, or hanging out in the parking lot of Burger Shed to learn more about human Recharging rituals.

When you begin your research, the GM determines whether the information is available, how many days of downtime it takes to find, and whether there are any restrictions on your research (such as needing to seek out a specific individual, computer file, or location). The GM might also require you to make one or more Skill Tests, such as an Alertness (Investigation) Skill Test to find information or a Persuasion Skill Test to get someone's help. Once those conditions are met, you learn the information if it's available.

Recharge

Every hero needs the occasional recharge to feel their best for a day of combat and investigation ahead of them. In the *Essence20 Roleplaying System*, the minimum amount of recharging needed without suffering ill effects is one hour during every 24-hour period. For each day beyond three days in a row without a sufficient recharge, you lose a Strength Essence. Essence is not regained until you've recharged.

With three hours of recharge within a 24 hour period, a character repairs all Damage and recovers one Essence Point, if applicable.

LOCATIONS

From the processor of Optimus Prime, Autobot Commander

I have come to accept we can't leave Earth until we defeat the Decepticons. Some of the Autobots, like Mirage, have asked why we don't simply take energy from this abundant planet and leave the Earthlings behind. But as I have often said, freedom is the right of all sentient beings, and our new human friends can't be free if the Decepticons continue their campaign of terror.

However, despite my ideological acceptance of the Earth as our new home, I have done shamefully little to learn about it myself. I haven't listened to human crowds with my audio receptors or felt the concrete of their roads under my tires. As such, I am not the best to speak of the Earth's bounty. Instead, I insert this report from my most trusted scout, Bumblebee.

I realize telling humans about their planet may seem redundant, but I present this in the hopes you can see the beauty and mystery of your precious world through our optics.

From the processor of Bumblebee, Autobot Scout

Earth is huge! I mean, of course it's huge, it's a whole planet, but it's got a lot going on! My memory circuits feel full just thinking about all the interesting details about humanity. To make things easier, I'm going to break this down into several sections.

Cybertronian Bases

First, there are the various bases and outposts both the Autobots and Decepticons have here on Earth. I can't go into full detail. On the Autobot side, we have to protect some of our secrets from spies, and on the Decepticon side, they don't exactly give tours of their hidden bases—but at least the folks back home should get a good sense of what we're up against here.

Autobot Headquarters

The Ark is the name of the Vanguard-class interceptor that landed here on Earth. Okay, "landed" probably isn't the right word. We crashed into the side of what the humans call Mount St. Hilary (or was it Helens?) millions of years ago. I'm sure you've heard the story—the Decepticons were chasing after us, we attacked them, they boarded us, and then both ships lost control and crashed. Honestly, we all sustained a lot of damage, so my memory of the whole event is a little hazy.

Anyhow, we might have stayed offline for millions of years more if it didn't turn out that the mountain we crashed into was a dormant volcano that suddenly became a lot less dormant. The rush of energy reactivated us, both Autobots and Decepticons, and our ancient conflict resumed here on Earth. So, uh, sorry to all of humanity, I guess?

After the Decepticons fled (like they always do), Optimus decided to rebuild the Ark into Autobot Headquarters. And honestly, it's pretty great. Sure, half our base is made of Cybertronian metal and the other half of Earth rocks, but Windblade says it's a metaphor for our conflict here – how we have to balance our lives as Cybertronians and our lives living among Earthlings. I like that.

Wheeljack and the other scientific bots haven't been sitting on their hand modules. They not only fixed up what they could of the ship but built-in some new features. We have an elevator and a retractable door to the volcano's crater, so our flyers can quickly jet off. There are caves leading off into the mountain with dinosaur bones, which were some of the inspiration for Grimlock's Alt Mode. ***Prime Note:*** **That report can be found on p. 10.**

But the center of our operation – the star of our show, to use an Earth expression – is our main computer, Teletraan-1 (although Prime keeps calling it Teletron-1, in that thick Iacon accent of his, and I'm not going to be the bot to correct him!). That's the computer that gave us all our initial information for our Alt Modes and keeps us alert to any Decepticon attacks anywhere on the planet. It also has a massive amount of computing power, making it useful for scientific work. Also, I have the highest score on Decepticon Blast, which is best played on Teletraan-1's main screen. You can see the insignia wear and tear!

Nearby is a canyon the Earthlings call Fox Creek. It's a few miles from our base, making it an excellent remote location to conduct tests that won't hurt the Ark or alert the humans. Perceptor once got stuck in his Alt Mode there, and the Decepticons stuck a bomb to him, but it all turned out okay in the end. Probably because the nearest human city is dozens of miles away – somewhere called "Portland, Oregon" – but I'll talk about that later (p. 180).

Autobot Road

It's great that we have a sunroof in our headquarters for flyers like the Aerialbots to use, but the truth is most of us aren't planes or spaceships. So when the Decepticreeps pop up halfway around the world with their latest schemes, it's hard to roll out across water or to a place that doesn't have roads.

That's why Wheeljack whipped up a network of tunnels, ramps, bridges, and transwarp gates, allowing us to drive almost anywhere we need to go. He calls it a Global Space Bridge, but the rest of us just call it "Autobot Road." And it's amazing!

Let's say I'm playing a game of Decepticon Blast at Headquarters and Teletraan-1 gives me an alert saying Starscream is in Tokyo. I can't drive to Japan! It's an island! So I zip down a private road outside our base, which leads into one of those cave complexes I mentioned earlier. Just before I hit the transwarp barrier, I broadcast the coordinates to the nearest gate by the site of the attack. Then, VVORP! I'm at the small Autobot base we've set up in Tokyo, ready to give my Autobot comrades the 411 on Screamer's latest plan.

You can't go anywhere you want, though. The gates only connect to each other, so you can drive from one to another, but that's about it. In times of crisis, Wheeljack's been able to tweak the gates to teleport us further away from a transwarp exit, but it's always risky. Cliffjumper once teleported right on the edge of a canyon! Luckily he was able to hit a jutting rock and use it as a ramp to sail over the chasm.

Anyhow, Autobot Road is a useful tool to get us into the thick of action as quickly as possible, and we're adding to it all the time. Sometimes, particularly with the earlier gates, we build them in secret without the humans knowing about it. You'd be surprised how many abandoned roads and empty tunnels Earthlings just leave lying around – there's even abandoned subway tunnels in Cincinnati we can use! As we've helped out in protecting various power plants and energy sites, governments and private companies have not only given us access to new areas to build expansions to Autobot Road but also resources to help our fight.

Dinobot Island

It's convenient that our headquarters is pretty far away from the nearest human habitations. It allows us a measure of privacy and safety for the humans, particularly when Barricade leads yet another failed attack on our base to get to me. But Grimlock and the Dinobots play rougher than most Autobots, and they need more space. For a while we had them hanging out in the caves that connect to Autobot Headquarters, but then Wheeljack started building Autobot Road, so they had to move back out of there. Grimlock threw a tantrum that set construction back for weeks.

Then, Perceptor noticed a strange temporal anomaly near a transwarp gate we had just established near Netaji Subhash Chandra Bose Dweep Island by South Andaman, India. It turned out to be another island, but one strangely untouched (and indeed, unnoticed) by humans. It was full of active volcanoes and real-live dinosaurs!

Of course, it wasn't too long until the Decepticons tried to move in, too. The energy coming off the volcanoes was too much for them to pass up. To be honest, we thought about doing the same thing, but once Megatron's forces started crunching out Energon cubes, all sorts of weird things happened in every part of the world. Vikings suddenly appeared to stab cars, while pirates attacked cruise ships, and cowboys tried to herd some delivery drones. The humans sure noticed those!

Perceptor realized that the timestream was becoming fragmented by the energy loss, so we beat Megatron and sent his goons packing. Grimlock and the Dinobots offered to stay and protect the island from future Decepticon attacks. We set up a new transwarp gate so they could still help out when we needed them and otherwise left them to it. I think the 'bots appreciate having a place where they can stomp around and not worry about attracting attention or breaking anything important. Once in a while, I pop back there to say "hi" and hang out with the Dinobots, but like I said, they play rough. Swoop once mentioned there being other abandoned islands nearby where the humans were doing… something… but he didn't elaborate.

Decepticon Headquarters

We're not the only ones who lived in a crashed spaceship. Soon after we arrived, Megatron and his goons stole a lot of Energon from the humans and built a ship to transport it all back to Cybertron. That ship, the Victory, was constructed from Earth materials, but while the Decepticons may be cowards and bullies, they aren't stupid. They managed to make a spaceworthy vessel in a surprisingly short amount of time, I guess it's easy when you can just steal the parts you need! Luckily, Optimus stopped them with a little help from the other Autobots.

The Victory launched before crashing down again in the Atlantic Ocean. Foolishly, we thought that was the last we'd hear of Megatron, but that didn't end up being the truth. Instead, the evil Decepticons were able to turn their ship's wreckage into an underwater base of their own. We don't know much about it (Shockwave isn't inviting us over for tea and Energon cookies anytime soon) but we've been able to pick up a few things here and there.

First off, we know they've kept stealing building supplies since their crash. But the ship is still wrecked underwater, so I think they've expanded their base past the main ship rather than repairing it. I wouldn't be surprised if there were labs, storage, and repair facilities added on, in addition to having a computer and a place to recharge. I do know they've added a docking tower that rises up out of the water so flyers can leave and return without rusting. There's also an elevator that telescopes out of the water for non-flying bots.

It's also pretty well protected. Some of our sea-faring Autobots have tried to sniff around, only to be chased off by patrolling Decepticons or torpedo launchers. I don't know if they have force fields or any kind of passive Defense, but it seems possible. Regardless, they're far enough under the water that humans don't stumble across them, and we can't get to them either without being noticed. Our two bases are close enough that the Autobots can respond to their actions if needed, but far enough apart that it's not a quick stroll to knock on Megatron's door.

Other Bases

Because we know where they are, and they know where we are, the Decepticons have taken to building other bases as well, usually as part of Megatron's schemes:

- At one point, the Decepticons decided not to bother hiding. The Constructicons ransacked New York City and used the materials they salvaged to build New Cybertron, a city designed to look like a city back home. It turns out the humans weren't keen on "donating" their buildings as materials for this endeavor, so we helped stop the Decepticons and tear it down. But for all we know, they may have tried again in a more remote location. In fact, I remember Jetfire saying he saw something similar in the Amazon rainforest. Could be worth investigating someday.
- Another of their less subtle attempts was when they built a base in the mountains near our headquarters, in the shape of a giant Decepticon insignia. It was apparently only temporary, despite all the artistry that went into it, but it turned out to be all part of a game Megatron was playing with us, so maybe the blunt nature of the base was the point? I can never get into the heads of those creeps.
- Because many of the Decepticons can fly, it was only a matter of time before they decided to make a sky platform. It was part of a plan to tap into Earth's electromagnetic field and use it to produce Energon. It wasn't a large base, which is good because after we stopped them, the base crashed, and we haven't seen it again. But it wouldn't surprise me if they made more than one, and we just haven't seen the others yet.
- I've even heard rumors that the Decepticons have a lunar base. While neither of our factions has the capacity for interstellar travel, both the Autobots and Decepticons have soldiers with Alt Modes that can handle limited space flight. Astrotrain, in particular, can fly to and from the moon while taking on some passengers. I don't know what they're planning up there, but I'm sure it can't be good.

Interesting Places

But hey, Earth isn't all Cybertronian hidey holes. Earthlings have lots of cool places too!

Portland, Oregon

This is the nearest large-scale human habitation to our headquarters, so it's the one I'm most familiar with. I learned so much about Earthlings here just by driving around, hanging out in parking lots, and even being repaired by a human. In fact, S. Witwicky Auto Repairs & Tow Service was where I had my first exposure to humans after I was injured in a Decepticon attack. It wasn't nearly as good as being in Ratchet's repair bay, but the Witwickys were both caring and extremely talented (you know, for fleshlings), and I was back on my wheels in no time.

Portland is also where the corporate headquarters of Onyx exists. This company handles a wide variety of interests, from producing and distributing the sticky, smelly liquid Energon humans call "gasoline," to researching and providing cutting-edge repair – sorry, healthcare – for humans, to building consumer electronics that ship all over the world. So far, I'm not sure if it's good to reveal ourselves to such a large company, but they make a tempting Decepticon target, and they'd be a good ally for us.

There are also places for young human protoforms to learn and enjoy themselves. Benjamin Franklin Pierce High School appears to be one such educational center. They have a surprisingly advanced computer and science laboratory, and once they even managed to reverse engineer some Cybertronian technology in their robotics lab! Robots Arcade is a popular spot for gatherings outside of academic study (although, sadly, no actual robots are within), while Vincenzo's Pizza and Burger Shed are useful for human refueling. Of course, once humans have learned from their high school and consumed pizza and burgers, they eventually go on to Pacific Northwest University for more advanced education.

There's a large cluster of plant life outside the city proper – the Earthlings call these "trees." This is Mount Hood National Forest, and it is popular with humans for camping and hiking. Initially, we believed it to be an area largely uninhabited by humans, so some early encounters with them were… interesting. Grimlock, in particular, enjoyed stomping around in the forest before we realized humans might come across him. Of course, it is a largely uninhabited area, and I wouldn't be surprised if some Cybertronian – or even human! – enemy used it as a remote location as part of their plans against the Autobots. We have a gate for Autobot Road near the forest, as well as a few scattered around Portland, so we can respond to Decepticon aggression pretty quickly around here.

Tokyo, Japan

About the farthest we could possibly get from Portland, Tokyo is another hotspot in the war between the Autobots and Decepticons. It's another enormous human settlement with a large mountain nearby, so for a long time, I had a theory that humans worshiped giant rocks. I'm glad I never told an Earthling about my strange theories! But Drift, one of our newest recruits, has fallen in love with the city, and it's easy to see why. It's a beautiful land.

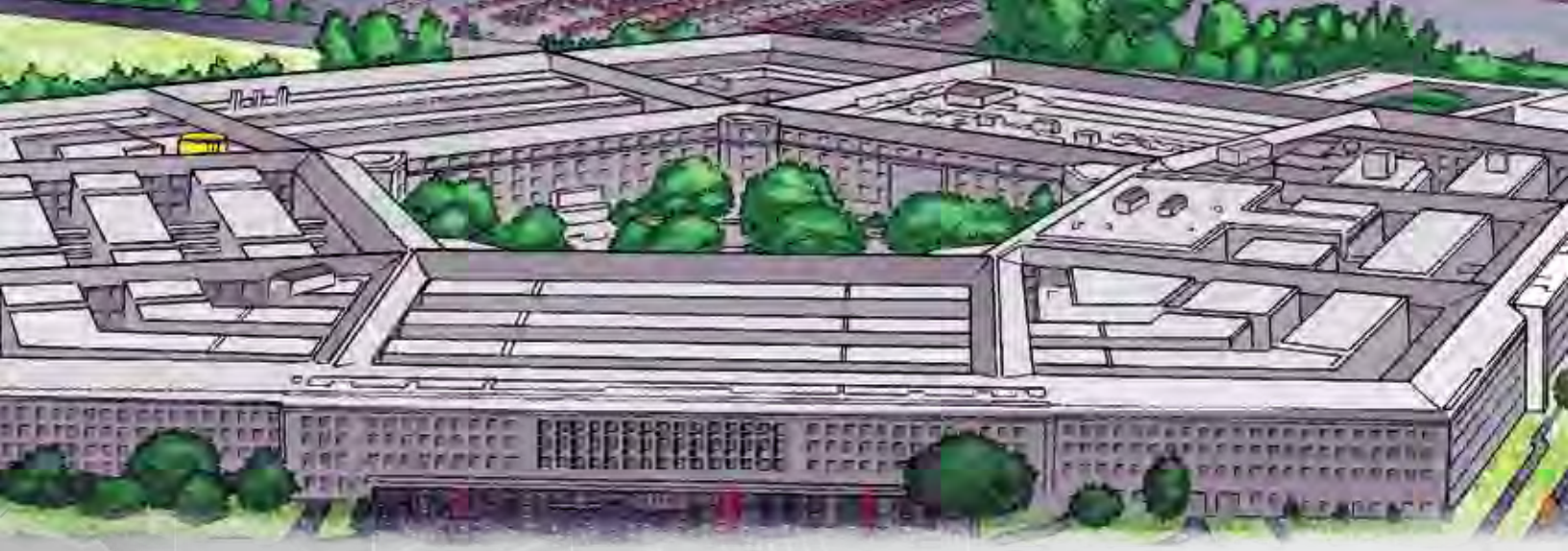
One area that seems to attract a lot of Decepticon attention is the Tokyo Tower. This orange and white structure is the second-tallest in all of Japan, and it's a major tourist center where humans can shop, refuel, and look out on the world. But it also used to act as a broadcast antenna, which made it attractive when we had to chase down a strange energy creature who wanted to turn it into an energy broadcaster. We coated it with a special liquid to prevent it from happening again, but now the unusual mixture of Earthling and Cybertronian technology continues to make it an attractive target. That's why Wheeljack built an exit for Autobot Road near the tower, Megatron might not care about crushing a few humans to get his way, but we do!

We've had more than a few conflicts in the Akihabara area as well. There are a lot of vehicles around, making it a great place for both sides to blend in, but it's also an area used to unusual things happening. A walking, talking robot is more likely to be seen as a publicity stunt for a movie – thanks again, Grimlock – than attract the concern of an alien invasion. Then again, that comes with its own risks, as I can attest after trying to peel over a dozen stickers off my frame. But even though arcades like Taito Station dwarf the ones in Seattle, kids are still just as likely to take the subway there after school and pick up a pizza from Robo Pizza Studio. Humans have just as many similarities as they do differences. Maybe we could learn something from that.

Mérida, Yucatán, México

One area that's recently come on Teletraan-1's radar is Mérida, the capital of the state of Yucatán in México. It's a quiet city, but infiltrating it can be a nightmare. The buildings are densely packed, and the streets are sometimes barely wide enough for me, let alone someone like Optimus Prime! And there are lots of people everywhere, so it's not like we can just find a parking spot and hang out. It's easy to set up a roadblock and trap an unsuspecting Autobot on the street. That said, it's also hard to notice or attack us from the sky because of the same densely-packed buildings, so it's not all bad.

So why am I talking tactics about a well-populated but safe city? Because one of the clearest, most open spots in the whole city is a square right in front of the cathedral of Mérida. It was built in the 16th century (which is a long time ago by Earth reckoning), and it has long been believed to have been built using stones from the nearby Maya temple of Yajam Cumu. But the truth is much stranger.



It turns out some of the stones have a distinctive Energon signature – something Shockwave noticed during one of his energy sweeps of the area. Those specific stones didn't come from Yajam Cumu, but rather from a different structure. In the Gulf of Mexico, there's a Maya pyramid made of dark stone, which doesn't appear on any historical records. That's right, in the Gulf – it's underwater! Our science bots speculate that maybe it was built a long time ago and then sank, or perhaps it was built underwater for some reason? Who knows.

Regardless of how it got there, the stone seems to have absorbed energy waves from the descent of one of our ships before we both crashed further north. The ancient Maya were able to refine and cultivate the material into the black stone, using it as a power source all their own. Whether by the accident that caused the pyramid to sink beneath the waves or because of the Spanish colonization of the area, the secret of the refinement was lost.

Shockwave rediscovered the secret, and soon the cathedral was surrounded by military vehicles as the Decepticons tried to figure out where the energy was coming from. Seaspray, one of our Autobot sea specialists, was the one who uncovered the black pyramid, and that has led to a couple of exchanges over the stone. Despite the fact that we could always use a little spare Energon, Optimus has ordered that we leave the human's stones where we found them, which makes sense to me. But we know the Decepticons will be back, so we've set up an exit from Autobot Road nearby, just in case.

I just hope it's not too soon. Last time, I nearly scraped all my paint off chasing Barricade down. Like I said, those streets are cramped!

Potential Attack Sites

There's a lot more to see, and I could run my voice modulator all day about what interesting and cool things humans get up to. But now that you've had the quick tour of the Earth let me run down what I think are the most likely locations that the Decepticons will attack, aside from the ones I mentioned above.

Power Generators

A common attack location for Decepticons are places that generate a lot of power. Here are a few critical sites we've discovered.

- Providing electrical power to six different states, Hoover Dam is near our collective headquarters, making it both an attractive target for Decepticons and a high priority for Autobots to protect. It's also a popular tourist attraction and manned by many humans, so there's also a high potential for loss of life. This massive structure is likely to be attacked at any moment, so we need to be on our guard. ***Prime Note:*** **I fear Bumblebee's prediction was correct in this case, as you can see in the details of our adventure on p. 264.**
- Still under construction, the Harrison Nuclear Power Plant would provide additional power to Oregon as the population's energy needs continue to grow. However, many public protests have stopped construction, along with an investigation into the quality of the building materials being used. The Decepticons might wait until the plant goes online to attack since it may not be secure enough to repel such an assault. Windblade has suggested that they might simply steal key materials from the site and build their own power plant. Now that's a terrifying thought.
- Finally, the Nova Power Plant isn't on the west coast of North America, but it's an experimental power plant housing Nova Power Core. Built by humans (possibly using Cybertronian technology?), this device generates a staggering amount of so-called "clean" energy. However, the plant has just gone online, and while it appears to be working well so far, it hasn't proved to be sustainable. The Nova Power Core might be unstable or cause strange interactions with human technology… or Cybertronian physiology.

Military Installations

The Decepticons generally take the forms of Earth military vehicles, and that's proven to be useful for them. Not only do they generally have more firepower than the typical Autobot, but they also can more easily infiltrate human military installations.

- Oregon Four-Alpha is the U.S. Air Force base nearest to us. I think the airplane forms that Starscream and his Seekers use were probably modeled after planes found at this base. Of course, as soon as they had their shiny new Alt Modes, Starscream had to pick a fight with the human pilots just to show how good he is. I don't know if they have any secrets lurking at the base, but it's worth keeping an optic on, just in case.
- I've said before that our goal is to remain as inconspicuous as possible while on Earth, but if I'm being honest, we don't always do as well as I'd like. Some time ago, the humans created a massive Defense computer called Iron Mountain. This computer is ostensibly used as a repository and clearinghouse of military data worldwide, but humans already have interconnected computers to handle that. I think it might actually be used to crunch the data on all of the Autobot and Decepticon sightings they've managed to compile. Wheeljack says I'm being paranoid.
- Of course, some parts of the military have an interest in space exploration or at least launching vehicles capable of limited space flight. Cape Carlson and McKinley Army Base are two such "rocket bases." Both store large amounts of rocket fuel—always a tempting Decepticon target—and provide much-needed near space flight. Of course, destroying such bases also means denying said space flight to the humans or us. No matter what, these locations are concerns.

Energy Research

As humans continue to use up their existing energy resources, more and more groups are engaging in new and exciting research into alternative energy resources. Of course, other research areas might be equally appealing to humans… and the Decepticons.

- One of the most successful laboratories in the United States is the Experimental Energy Research Laboratory (or EERL for short). Scientists here have developed what they call "electro-cells," a new energy source that regenerates itself from the electromagnetic waves surrounding the Earth. However, early reports indicate that the electro-cells are unstable, and might even cause a catastrophic explosion that could disrupt the Earth's electromagnetic field, leading to mass destruction. But, of course, Megatron doesn't care about that kind of side effect.
- Meanwhile, in Japan, the Shin Enerugī Kenkyūjo (New Energy Resource Research and Development Laboratory) has just been built. They're also devoted to finding new sources of energy, although in their case, they're studying minerals mined from asteroids. It may only be a matter of time before they uncover Energon, possibly even sooner if they learn the secrets of the black pyramid of Mérida.
- Finally, Quantum Laboratories focuses on computer research rather than new forms of energy production. This enclave of scientists has banded together to develop fully-intuitive quantum processors. Their first success, the TORQ III, is being hailed as the most advanced computer on the planet. It was attached to a collection of 3d printers and was able to design brand new equipment and weapons never before seen. Imagine what a ruthless scientist like Shockwave would do with access to such processing power.

Observatories and Space Research

Of course, we want to get home once we're done dealing with the Decepticons, and Megatron can't rule Cybertron from Earth, no matter how much energy he collects. While our knowledge of space travel far exceeds that of humanity, it doesn't mean that there aren't interesting areas of space research that wouldn't be useful to Megatron's malevolent minions.

- Haley Observatory is a relatively innocuous radio telescope, receiving information from the stars as part of the SETI program to discover and contact alien life. (Hi! We're here already!) What's more interesting is Professor Haley, who has created a Voltronic Galaxer that can translate signals into human speech and vice versa. Of course, such a powerful device can also be repurposed to more malicious ends. Besides, who knows if Haley will end up accidentally contacting more Decepticons and luring them to Earth?
- The Anitoba Institute for Extraterrestrial Communication is much more advanced, using state-of-the-art technology to search the skies for aliens. (No, really. We're right here.) Wheeljack is concerned that if the humans point their equipment closer to the ground, they might be able to discern between normal vehicles and robots in disguise. It could be useful for either side when trying to sniff out their enemies.
- Finally, the Uchū Tenmon Kenkyūjo (Space Astronomy Research Center) is more of a pure research laboratory. They analyze data acquired from places like Haley and the Anitobe Institute, coming up with new theories based on current information. Like Iron Mountain, this is a place that isn't an issue at the moment. Still, they might inadvertently stumble on the truth, and Megatron might decide to simply burn the place down before they accidentally uncover his plans.

Sports Arenas, Entertainment Amphitheaters, Beaches, and Parks

Nothing strikes fear and terror into the hearts of Earth's citizens like the threat on civilian lives and livelihood, and nothing encompasses those things like good, innocent fun activities attended by tens of thousands of people at once. Targeting sports arenas, entertainment locations, convention centers, and any other place where large numbers of people congregate without preparation for the worst is what factions like the Decepticons do, either to encite terror, use for manipulation, or simply because the location happens to house a resource that they need.

- Michigan Stadium, also known by its nickname, "The Big House," is an American Football stadium located in Ann Arbor, Michigan, also known to host ice hockey and soccer matches. It is the third largest stadium in the world and the largest in the United States, with a capacity of nearly 110 thousand people. Large stadiums in college towns are prime targets for fear-mongering, but there are also other sports arena targets that Autobots should worry about, including wherever the big championship game of the year is being held, the arena and surrounding area of the current Olympic Games, and more.
- The Hannover exhibition center is the largest convention center in the world with a capacity of 200 thousand attendees. Built shortly after World War II, the center is home to massive trade show events, industrial fairs, consumer conventions, and more. Exhibitions of new technology at these large-scale conventions have been known to attract Decepticon spies, eager to see what Earth scientists and engineers have discovered and always looking for prime secondary targets such as mines, laboratories, and warehouses connected with the exhibitors.
- Major amusement parks worldwide attract huge numbers of visitors daily, with the cluster of Orlando, Florida park capacity at over 250 thousand people each day, seven days per week. With wide-open spaces and huge parking lot facilities, it is easy for invading Decepticons to gain access to these target areas and wreak whatever havoc they have in store for the day.
- Beaches provide open air access to any incoming threats, with few defense systems in place to fend off Decepticon activity. With many of the Earth's most popular (and populated) beaches located within a short distance of tourist attractions, vacation spots, and most importantly, major ports for shipping, Decepticon infiltration from land, air, and sea are all possible.

Common Earth Biomes

Earth has six major biomes: aquatic, desert, grassland, temperate forest, tropical rainforest, and tundra. Cybertronian life forms must learn to adapt to the unique properties of each, as missions and exploration of the planet in search of Energon sources and ways to survive may take them to far reaches of the planet. The diversity of the biomes found on Earth are a way for Cybertronians to showcase their survival, culture, and science skills.

Aquatic

Aquatic biomes include both marine and freshwater locations, and as the largest biome type on Earth, these areas cover over 70% of its surface. With the largest amount of biodiversity on Earth, over 90% of living creatures and organisms live in the ocean alone.

The larger of the two, the marine biome, consists of water with high levels of salt, so animals and plants living here have adaptations to the environment, as opposed to those who live in freshwater areas. For alien species, more specifically Cybertronian, adaptations to metallic chassis guard against the corrosive effects of marine water. Cutter Class Alt Modes are especially guarded against effects that any type of water would have on a Cybertronian body.

It is well known that the Decepticon base, inside the crashed spaceship Victory, lies deep below the surface of the Atlantic Ocean. Thinking that travel to and within aquatic biomes is folly, so it is best to prepare for a mission that calls a team to the briny deep.

MISSION STORY HOOKS FOR AQUATIC BIOMES

- An item desperately needed by the Autobots has sunk to the bottom of the ocean, but nearby Decepticon Cutter patrols threaten the team's ability to recover it.
- The fish in the lake of a nearby fishing town are exhibiting strange behavior and shimmering with an odd glow. What could be causing this to happen, and could it connect to a source of nearby Energon?
- Reports of a meteorite crash site pinpoint the landing on an island far off the coast. How does the team navigate there through extreme weather conditions if there are members without Cutter or Seeker Alt Modes?

Desert

Desert biomes are defined by having extremely low precipitation, with under 10 inches of rainfall per year. When rainfall occurs all of a sudden or after a long period of dryness, flash floods occur, which take more lives in deserts than lack of water does. Still, many deserts have high populations of residents, who use aquifers and irrigation systems to manage the arid weather and rely on wind turbines and solar energy for power.

Those new to Earth may learn conversationally that the desert is "very hot," but in truth, this is partially a fallacy: while some deserts reach daytime temperatures of up to 130° Fahrenheit, many around the planet have extremely cold nighttime temperatures or are simply cold-weather locations year round. They simply have higher evaporation rates than rainfall, categorizing them as dry desert biomes. An addition to the misconception of deserts is that they are solely composed of sand as far as the eye can see, as depicted in most Earth media such as film and television. In fact, only 10% of desert biomes are sandy dunes, with the majority of the biome made up of rocky or mountainous geography, salt flats, or even polar ice. Almost the entire continent of Antarctica is a polar desert, with the water there frozen into the ice and unavailable to plants or organisms, making it nearly impossible to survive the freezing, dry climate. For Cybertronians, extreme heat or cold can severely affect their circuits (see "Extreme Weather, Page 171), so preparation is necessary before heading into these areas. The lack of water in the desert impacts the ability for animals and plants to survive in these locations. Missions that take teams to desert areas will suffer from an absence of foliage and trees that will grant cover to stealth operations.

MISSION STORY HOOKS FOR DESERT BIOMES

- Reports of Decepticon activity outside a small desert town lead the team to discover that their digging for Energon stores have disrupted the town's irrigation and water supply.
- A strange plant has mysteriously started sprouting in a barren desert, leading the team to believe that something strange may be affecting the area from underground.
- Monitoring of activity outside an Autobot stronghold in the desert usually only turns up nighttime activity of nocturnal animals, however something large is now triggering the system during the day, and they've called in the team for support.

Grassland

Widespread around Earth, grasslands of various categories are found on every continent except Antarctica. In the United States, grasslands generally occur as plains and prairies, making up what is most of the farmland in the country. Grassland biomes can either be temperate, switching from hot to cold by the season, or tropical, maintaining their weather and temperature year-round.

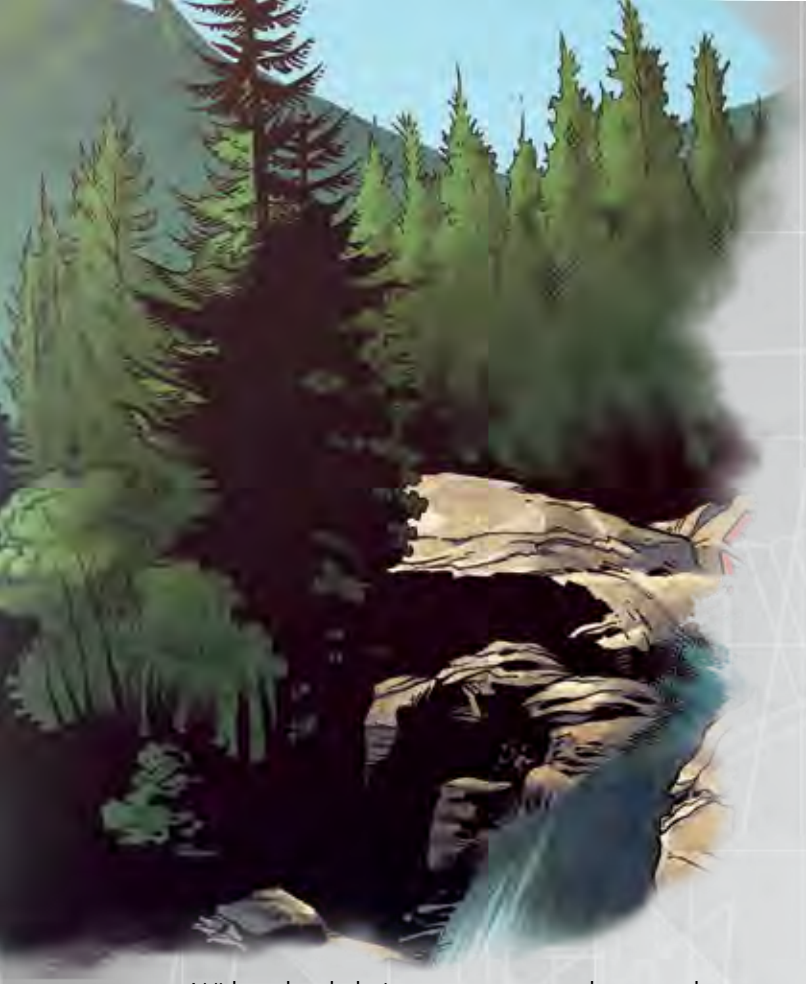
Whether in the velds of South Africa, the steppes of Europe and Asia, or the tropical savannas of Australia, India, South America, and Africa, grassland areas consist of lush, perennial grasses and herbs, maintained by regular rainfall, seasonal fires, and animal activity. Trees are scarce in temperate grasslands, while tropical grasslands have an open canopy with scattered tree growth patterns.

MISSION STORY HOOKS FOR GRASSLAND BIOMES

- Rumor has it that a well-known Decepticon fugitive with vital intel has been hiding out on a small farm in Anytown, USA, disguised in their Alt Mode as a combine harvester.
- While on an urgent medical supply delivery containing a break-through cure to a village in Rwanda, the supply drones were lost in the savanna without a trace. The team has been called upon to search and recover the supplies from within acres of tall 10 foot grass, using their Cybertronian technology and tracking abilities.
- The Decepticons are at it again! This time, they are building a new hidden hideout deep in the Cerrado, a vast tropical savanna ecoregion of Brazil, threatening the rare, endemic wildlife of the area, and the Autobot team is called upon to stop them before it is too late!

Temperate Forest

Temperate forests contain both coniferous and deciduous trees and have cold winters that halt plant growth for several months. In addition to their trademark trees, other plant growth in forests include flowering shrubs, herbs, funghi, and generally a heavy ground layer of mosses and ferns. Boreal forests are those with extreme cold weather and precipitation mostly in the form of snow, as opposed to the mild weather found in their temperate counterparts, which are found at higher latitudes and experience all four seasons.



With a closely knit tree canopy, trunks grow close enough to each other that navigation through the forest would be difficult for larger Cybertronians, at least without an obvious trace of their presence.

MISSION STORY HOOKS FOR FOREST BIOMES

- A forest fire has broken out, threatening to destroy a bordering town if support doesn't come to help contain it soon!
- Satellite images have shown that large areas of the Canadian forest have been disappearing, leading authorities to believe that large-scale deforestation is occurring outside of government approval. Autobot intel has revealed that a sinister force is behind the activity, and the team is sent in to investigate.
- A recent earthquake has caused a large cavern to appear in the middle of the forest, and beneath the strewn trees, the Autobots have found an entrance to what looks like an underground alien laboratory.

Tropical Rainforest

Warm and humid, tropical rainforests are found closer to the equator than other biomes and are the home to some of the most diverse flora and fauna on Earth, with the most species of any other land biome. The leafy trees in rainforests can reach 250 feet in height, forming nearly-closed canopies with underlayers of shorter trees and vines. The opposite of the arid desert, rainforests have two seasons: the rainy season and the rainier season.

Cybertronians visiting the rainforest on a mission must contend with the wettest biome found on earth. The vegetation is thick, with large tree roots barreling through the soft ground, causing rough terrain for any large creatures that have not adapted to the area.

MISSION STORY HOOKS FOR TROPICAL RAINFOREST BIOMES

- Energon sickness is poisoning the human residents of a city near a Decepticon mine, and legend states that the venom of a snake found only in the rainforest can cure the population.
- A fellow Autobot on a trip to the rainforest has not been in contact for several weeks. When scanning for messages sent by the missing bot, a coded plea for help is discovered, indicating that they have been swallowed by quicksand!
- Alien life forms have been spotted deep in the rainforest, and all information traced by the Autobots is that it is nothing they've ever encountered before.

Tundra

The tundra biome is marked by inhospitable environments with lower temperatures than even the polar deserts of the world, despite its higher precipitation. A thin frozen layer of ice under the soil, called permafrost, remains in the tundra year-round, preventing tree roots from penetrating deep enough to take root. There are two types of tundra: arctic, which is located north of the boreal forests, and alpine, found on mountains with high altitudes that make it difficult for trees to survive.

Cybertronians visiting the tundra must find a way to prepare for the extreme cold, and in the case of alpine tundras, be prepared for steep climbs, fragile surface area, and rough terrain.

MISSION STORY HOOKS FOR TUNDRA BIOMES

- The Decepticons have found a way to accelerate the melting of the tundra permafrost, in order to release a blend of carbon dioxide and methane trapped within to create a new source of Energon. Unfortunately, this is causing these gasses to be released into Earth's atmosphere!
- Government scientists have uncovered a building-sized metallic cylinder buried in the ice, covered in strange symbols that look similar to those they have observed on Cybertronian readouts they've managed to catch glimpses of. Before opening the cylinder, they've called upon the team to translate the markings.
- While on a retreat to see the Northern Lights and get in a little bonding time, the team notices that the pattern of the lights doesn't seem normal. Is there a message being sent from another planet?

12

THREATS

Chapter 12 is for Game Masters. However, unlike the sample adventure, this chapter's classification is Secret, not Top Secret. Players who want to try their hands at GMing should read this chapter when they're ready to populate their missions with Threats for their players. Until you intend to become the GM for your game, the less you know about Transformers Threats, the better.

Playing Threats

Threats work essentially the same as PCs. Their Essence Scores determine their Defenses and their Skills. Their Skills represent what they can do and how well, whereas Perks and Equipment show where they excel. Unlike PCs, Threats aren't built systematically with an Origin, Influences, a Role, and a Focus.

When playing Threats, let the stat block be your guide. Most Threats have a lot of Skills with the same number of ranks, a couple of Specializations, and one or two Skills with higher and lower ranks. When running Threats, especially lower level Threats, keep the following tips in mind:

- Lean into your Specializations. Roll your Specialty Ladder as much as possible. The Threat Specialized in that Skill for a reason. Usually, the reason is in the name.
- Look for anomalies: Anomalies are opportunities. If a Threat has d6 in every trained Skill, except one has d8, that's the stats block telling you the unique opportunities for using that Threat.
- Speed is key: Speed dictates how many actions creatures receive. Creatures with Speed 1 get a Standard action or a Move action on their turn. Unless they're in position to affect the PCs when they roll for Initiative, Speed 1 characters need to spend their first turn setting up for a future turn, and hoping they last that long.

  It's just as important to remember what high Speed characters can do. A creature with Speed 3 has a Free action. If they don't need to use it practically, like opening a door, they can do something fun with it, like Aim or Push Themselves.

By the time you reach higher levels and use more complex characters, their unique powers overshadow what they can do with basic Skill Tests. This simplifies running them, and puts them in line with the power level of the PCs, who by then have honed the areas in which they excel. This doesn't mean Skills no longer matter to high Threat Threats. Skills represent their broad talents, whereas Powers represent their special talents.

Like low Threat Threats, note how many Free actions your high Threat Threats gain. Odds are they have more than you'll ever need to use in one turn, meaning every attack that can be Aimed should be, and Powers without limits should be used multiple times if they can be. Free actions are the high Threat Threats playground.

Non-Combat Adversaries

The Threats presented at the end of this chapter are primarily for combat. However, that's not the only scene that calls for adversaries. Here are examples of non-combat characters that can serve as obstacles and how to run them:

- **Civilians**: There are likely plenty of civilians around, as they are prevalent in the world of Transformers. These can be humans, beasts, or even Cybertronians that aren't combatants. Most Autobots try to avoid getting civilians involved whenever possible.
- **The Press**: The media is always interested in the deeds of Cybertronians, attempting to spread secrets in their belief that the world deserves such knowledge. Avoid them whenever possible.
- **Natural Disasters**: The world is affected by various disasters, and lightning storms, tornados, or earthquakes can become just as much a problem for Cybertronians as it can for humans.
- **Military Officials**: Some military members know of Cybertronian presence on Earth and that the Autobots are primarily working toward the good of the planet, but that doesn't mean they automatically support them. They are cautious and may even see them as potentially dangerous aliens.

Using Non-Combat Adversaries

Scenes pitting PCs against non-combat adversaries allow players to flex their character's other muscles. Negotiating takes Persuasion and Deception, with Intimidation as a last resort. Circumventing confrontations takes Infiltration to sneak around or Survival to navigate the wilds outside of populations. Connecting with locals calls for Culture and Streetwise.

Non-Combat adversaries can serve as invisible walls to keep the PCs on task or as locks for the mission's next stage. For example, players are speeding through the sky and see a distant helicopter spitting smoke. A PC can use their Alertness Skill to determine an engine is malfunctioning and the aircraft doesn't have much time left. As they watch, someone is thrown from the helicopter doors, and PCs can use their Speed to catch up and rescue them from a dangerous fall.

A GM can spin the mission in any direction they please from here. Perhaps the players save a Military helicopter that provides them intel on a dangerous Decepticon that deliberately caused their engine malfunction. Using conflict to create moments of danger and intrigue carries the adventure along without unnecessary fighting.

Loot

Cybertronians often create their weaponry or have it integrated into their body. Their technology is scarce and alien to this planet, only available thanks to those who arrived here from other worlds and brought it with them, often long ago. Finding equipment stockpiled or held with the Military would be reasonably expected, but players should not expect to find such loot while exploring the city. Taking equipment from Threats is often the best way to procure upgrades.

Threats have their equipment in an easy-to-reference section: weapons, battledress, and others. If the PCs Defeat an Adversary with a superior piece of equipment, they can take it for themselves.

Weapon entries list either the weapon's type as it appears in **Chapter 8: Equipment**, or an Italicized name, followed by the weapon's type in brackets, usually preceded by "modified" if it's been upgraded. The weapon's statistics are given below this entry, under Attacks, providing all the information needed to determine if a player or Threat can use it. Keep in mind the number of hands a single character can carry when determining how many weapons to take. A character may need to leave a weapon behind to take a new one.

GMs determine whether weapons can be looted. Some items can be biologically linked or connected to the adversary's body, rendering them useless or requiring extra Skill Tests to retrieve.

Other gear is easiest to loot. Typically Kits and specific gear, which can be claimed as easily as a weapon and don't have a hands limit. In fact, Other gear is a great way to give characters the tools they need to advance through the mission. They can be metaphoric keys, like a Decepticon paint kit to disguise oneself and infiltrate an enemy compound or even literal keys to locked doors or enemy transport.

Combining Threats

The Threat Level of an Adversary indicates the average level a squad of four PCs should be in order to defeat it. For example, four 10th level PCs should reliably be able to defeat a 10th level Threat in combat. Four 11th level PCs should handle them with minimal issue, and four 12th level PCs would see them only as an inconvenience.

Going the other direction, four 9th level PCs would find a 10th level Threat a challenge, and four 8th level PCs should only face a 10th level Threat as the boss fight of a Mission. This all takes into account that the PCs have been on a mission, while their Adversary is fresh.

Combats usually include more than one opponent. Determining the Threat Level of a combat against multiple opponents is more art than science, but there are a few tricks for estimating how challenging a battle with multiple opponents will be:

- **Threat Level Total**: The easiest way to determine the Threat Level of a combat is to add the individual Threat Levels together. A Decepticon Spy (TL2) driving a Decepticon Commander (TL8) is probably about TL10.
- **The Greatest Threat, and Half the Rest**: A more reliable but less intuitive calculation for a group's Threat Level is to separate the highest Threat Level creature from the group, then add half of the total Threat Level of the group to the total Threat Level of the highest Threat. For example, three Decepticon Spies (TL2 each), one Decepticon Commander (TL 8) and six Decepticon Foot Soldiers (TL1 each) would be 14 (8 + [2+2+2+1+1+1+1+1+1]/2) and not 20 (8+2+2+2+1+1+1+1+1+1). That makes sense, since the Decepticon Foot Soldiers are unlikely to do anything but distract a squad of PCs that can take on a TL14 combat.

As you gain experience combining Threats into Combats, it's important to keep in mind what a Threat Level means. A Threat Level 5 Adversary should not have an equal chance of winning against a squad of four level 5 PCs. A Threat Level 5 Adversary should still lose to four level 5 PCs the vast majority of the time. That's 99% of the time, not 75%. There are no Save Points and Continues in the **Transformers Roleplaying Game**. PCs losing a combat can mean ending the Mission, saying good-bye to those characters, and even an end to the campaign if the plot was tied to those Defeated characters.

A combat is of the appropriate Threat Level if the PCs feel forced to use some of their limited abilities and equipment. That is the surest sign that a battle is challenging the PCs. If combat ends and the squad has no limited use abilities left, you've run a combat that's probably about two Threat Levels higher than the squad's level – a perfect boss fight.

Threats

The general enemies of the Transformers characters are Decepticons. Decepticons are attempting to dominate the world, causing chaos and damage. The Decepticons come in various forms, some more famous than others, such as Megatron or Starscream.

Decepticons are a sub-faction of Cybertronians, a fictional species of sentient self-configuring modular robotic lifeforms. They are a synergistic blend of biological evolution and technological engineering. The exotic materials that make up their composition are a living metal with a self-replicating cellular structure and genetic code.

TABLE 12-1: THREATS BY THREAT LEVEL

THREAT LEVEL	THREAT
0	Heat Seeker Drone
0	Human Civilian
0	Human Scientist
1	Decepticon Soldier
1	Human Soldier
2	Decepticon Seeker Scout
3	Cybertronian Trader
3	Decepticon Seeker Rookie
3	Decepticon Spy
3	Insecticon Drone
4	Cybertronian Brawler
4	Ravage
4	Seeker Bomber Drone
5	Decepticon Seeker
6	Dead End
6	Decepticon Commando
6	Detour
7	Decepticon Sniper
8	Scourge Drone
9	Kickback
9	Knock Out

THREAT LEVEL	THREAT
10	Acid Storm
10	Breakdown
10	Decepticon Annihilator
10	Skywarp
11	Tantrum
12	Armorhide
12	Barricade
12	Decepticon Assassin
13	Airachnid
13	Blitzwing
13	Demolisher
13	Mega-Octane
14	Slipstream
14	Thundercracker
15	Astrotrain
16	Cyclonus
17	Starscream
18	Soundwave
20	Shockwave
24	Megatron

SPECIFIC DECEPTICONS

Acid Storm

One of Starscream's loyal Rainmaker Seekers, Acid Storm is a capable warrior and a skilled chemist. He introduces his brand of chemical warfare and namesake into his style of warfare.

Whether as a robotic soldier or roaring jet, his bright green chassis is well known to let others do his fighting for him.

ACID STORM

THREAT LEVEL: 10

SIZE: Large/Long **HEALTH:** 10

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 60 ft Aerial (Alt-Mode)

STRENGTH: 6 **SPEED:** 9
SMARTS: 6 **SOCIAL:** 5

TOUGHNESS: 18 **EVASION:** 19
WILLPOWER: 16 **CLEVERNESS:** 15

SKILLS

- Alertness +d6
- Athletics +d2
- Deception +d4
- Driving (Flying) +d6
- Initiative +d4
- Infiltration +d2
- Intimidation +d4
- Might +d6
- Persuasion +d4
- Science (Chemistry) +d4
- Streetwise +d4
- Targeting +d4
- Languages: Cybertronian, English, Junkion

PERKS

Aerial Superiority: When Acid Storm attacks from higher ground, he gains an Edge as well as ↑1 on attacks.

Covering Fire: Even when Acid Storm's shots miss, they come close enough to make his target nervous. If he attacks and miss, the target of his attack suffers a Snag if they attack on their next turn.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

ATTACKS

Acid Rockets (Targeting): +d4, Range 250ft/800ft/min. 30ft (2 Acid Damage)

- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (30 ft radius), Computerized, Consumable, Element (chosen at creation), Mounted, Wrecker

Flyby (Driving): +d6*, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Heavy Cudgel (Might): +d6, Reach (1 Blunt Damage)

- **Alternate Effects:** 2 Blunt Damage (2 Hands)
- **Hands**: 1 or 2
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Versatile

Particle Rifles (Targeting): +d4, Range 150ft/600ft/min. 30ft (1 Energy Damage)

- **Alternate Effects:** 2 Energy Damage (↓1), 3 Energy Damage (↓3)
- **Hands:** 2
- **Traits:** Energy, Mounted, Reload

POWERS

Acid Rain (3/scene, Free): This adds 1 to the Damage of Acid Storm's Flyby attack for the duration of the turn and changes its damage type to Acid Damage.

Inspired Concoction (1/scene, Standard): Acid Storm can use his chemist's kit to quickly mix an inspired solution. This requires a Science Skill Test at either DIF12 to affect a friendly target or versus a hostile target's Toughness Defense. Success allows Acid Storm to either add or remove Resistance of any single Element on the target (including himself).

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Acid Pods (Acid Projectile), Acid Rockets x2 (Mounted Projectile), Heavy Cudgel (Heavy Melee), Particle Rifles (Medium Projectile) x2

Other: Chemist's Kit

HANGUPS

Don't Mind Me: Acid Storm enjoys playing the role of help or supporter to his more vicious brethren, and is never the first in line to do anything if he can help it. He always rolls Initiative Skill Tests with a Snag.

Airachnid

This triple-changer is a sadistic torturer that hails from Old Cybertron, falling in with the Decepticons was only a matter of time. Her relation to the Insecticons is strange and unknown, but her ability to command them is uncannily similar to their Alphas.

AIRACHNID

THREAT LEVEL: 13

SIZE: Huge/Extended **HEALTH:** 13

MOVEMENT: 40 ft Ground (Bot Mode); 35ft Ground/40ft Aerial (Alt Mode); 60 ft Aerial (Alt Mode)

STRENGTH: 8 **SPEED:** 9
SMARTS: 6 **SOCIAL:** 9

TOUGHNESS: 20 **EVASION:** 19
WILLPOWER: 16 **CLEVERNESS:** 19

SKILLS

- Alertness (Perception) +d4
- Athletics +d6
- Brawn +d2
- Culture +d2
- Deception +d6
- Driving (Flying) +d4
- Initiative +d4
- Infiltration +d2
- Intimidation +d4
- Might +d4
- Performance +d2
- Persuasion +d6
- Streetwise +d4
- Survival +d2
- Targeting +d6
- Technology +d2
- Languages: Cybertronian, English, Junkion, Japanese, French, Russian

PERKS

Fast Conversion: Cybertronians spend a Free Action to convert between Bot Mode and Alt Mode.

Helical Spring: Airachnid rolls with the physics when she switches between Modes, boosting her forward. When she Converts to Bot Mode, she can move 10ft as part of the action to Convert. When she Converts to either Alt Mode, she can Flyby or Ram without needing to move 10ft first. She may only benefit from Helical Spring once per turn.

Insecticon Affinity: Airachnid is not actually an Insecticon, but she possesses a strange ability to control them. Her Social skills always have Edge when targeting Insecticons, and Insecticon Drones gain ↑1 on any skill check she has directly ordered them to perform using a Free Action.

Venom Battery: Any target that suffers Poison Damage from Airachnid doubles the cost of Energon Points spent for any given effects for the rest of the scene.

ATTACKS

Energon Spikes (Might): +d4, Reach (1 Fire Damage)

- **Alternate Effects:** Grapple (↓1), Intimidating, Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot Mode and Spider Alt Mode Only
- **Traits:** Integrated, Fire, Multi-Weapon (3)

Fang Strike (Might): +d4, Reach (2 Sharp Damage)

- **Alternate Effects:** Add 1 Poison Damage (↓1)
- **Hands**: 0
- **Requirements:** Spider Alt Mode Only, Target must be Grappled
- **Traits:** Integrated, Poison, Silent

Flyby (Driving): +d4*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt Modes Only; Move at least 10ft before attacking
- **Traits:** Integrated

Gauntlet Cannons (Targeting): +d6, Range 60ft/120ft (1 Energy Damage)

- **Alternate Effects:** Multiple Targets (2, ↓1)
- **Hands:** 1
- **Requirements:** Bot Mode Only
- **Traits:** Energy, Mounted, Sidearm

Rotary Laser (Targeting): +d6, Range 80ft/250ft (1 Laser Damage)

- **Alternate Effects:** Target is Blinded
- **Hands:** 0
- **Requirements:** Helicopter Alt Mode Only
- **Traits:** Area of Effect (15ft x 15ft), Laser, Mounted

POWERS

Webbing (2/scene, Move): Airachnid can envelop a Grappled target in thick polymer webbing. While enveloped, the target is Restrained. The webbing has Toughness 18 and 3 Health.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Energon Spikes x6 (Energy Melee), Gauntlet Cannons x2 (Energy Sidearm Projectile), Rotary Laser (Heavy Projectile)

HANGUPS

Seduced By Strength: Airachnid always clings to those in power, getting them to serve her needs. Any creature with a greater Strength or Social Essence score than her gains Edge on all Intimidation and Persuasion skill checks targeting her.

Sadistic: Airachnid enjoys kicking someone when they are down, and will always choose to attack the target suffering from the most Conditions in any specific scene.

Armorhide

Civilian-turned-Autobot-turned-Decepticon Commando, Armorhide proved too mean-spirited and murderous to follow the orders given to protect or preserve.

More mercenary than even his team members, this opportunist falls in line with their way of thinking much more comfortably.

ARMORHIDE

THREAT LEVEL: 12

SIZE: Huge/Extended **HEALTH:** 13

MOVEMENT: 30 ft Ground (Bot Mode); 45 ft Ground

STRENGTH: 8 **SPEED:** 10
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 20 **EVASION:** 20
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d2
- Conditioning x1
- Deception +d4
- Driving (Wheeled) +d6
- Infiltration +d6
- Initiative +d4
- Intimidation +d4
- Might +d4
- Performance +d2
- Persuasion +d4
- Science +d2
- Streetwise +d4
- Survival +d4
- Targeting +d6
- Technology +d2
- Languages: Cybertronian, English, Spanish

PERKS

Gestalt Combiner (Ruination; Enhanced Attack): You are designed to connect and combine with one or more specific beings, becoming equal parts of a larger, potentially more powerful, robot Combiner Megaform.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Sneak Attack: Once per turn, when using a silent weapon to attack a target within 20 feet, Armorhide has an Edge on the attack or an ally also within 20 feet of the target, they deal 3 additional damage.

ATTACKS

Bladed Mace (Might): +d4, Reach (1 Blunt and 1 Sharp Damage)

- **Alternate Effects:** Knock Prone
- **Hands**: 2
- **Requirements:** Brawn d2
- **Traits:** Sharp

Modified Heavy Pistol (Targeting): +d6, Range 30ft/50ft (2 Sharp Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm, Silent

Reinforced Ram (Driving): +d6*, Reach (3 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking

Traits: Integrated

Unarmed Combat (Might): +d6, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot Mode Only

POWERS

Chameleon Kit: Armorhide can blend in with his surroundings, granting him a ↑2 dice shift to Infiltration skill checks made to hide in any environment. As Gear, this can be taken from him when Defeated, or removed by force while grappling.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Heavy Pistol (Sidearm Projectile), Bladed Mace (Heavy Sharp Melee), Reinforced Ram (Integrated Melee)

Other: Chameleon Kit

HANGUPS

Merciless: Armorhide enjoys the thrill of seeing the lights go out in his victims, and will not pass up an attack on a Prone or Restrained target.

Untrustworthy: Autobots and Decepticons alike find it hard to trust Armorhide. This imposes a ↓1 dice shift on all Social skill checks targeting him made by Autobots and Decepticons alike.

Astrotrain

Fueling his delusions of creating and commanding an entire fleet of loyal train drones, Astrotrain is all too happy to serve Megatron as the primary spacefaring troop transport used by the Decepticons.

ASTROTRAIN

THREAT LEVEL: 15

SIZE: Huge/Extended **HEALTH:** 15

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot Mode); 60ft Ground (Alt Mode); 60/30 ft Aerial (Alt Mode)

STRENGTH: 11 **SPEED:** 9
SMARTS: 8 **SOCIAL:** 8

TOUGHNESS: 24 **EVASION:** 19
WILLPOWER: 18 **CLEVERNESS:** 18

SKILLS

- Alertness (Perception) +d4
- Animal Handling +d4
- Athletics +d6
- Brawn +d8 (+d12)
- Culture (Space Territory) +d4
- Deception +d4
- Driving (Flying) +d6
- Initiative +d4
- Intimidation +d2
- Might +d8
- Persuasion +d4
- Streetwise +d4
- Survival +d4
- Targeting +d6
- Technology +d4
- Languages: Cybertronian, English, Junkion, Korean, Spanish

PERKS

Carrier: While in his Alt Modes, his Brawn skill level is considered to be two dice higher and he may use his internal storage areas to utilize this additional carrying capacity.

Fast Conversion: Cybertronians spend a Free Action to convert between Bot Mode and Alt Mode.

Helical Spring: Astrotrain rolls with the physics when he switches between Modes, boosting him forward. When he Converts to Bot Mode, he can move 10ft as part of the action to Convert. When he Converts to either Alt Mode, he can Flyby or Ram without needing to move 10ft first. He may only benefit from Helical Spring once per turn.

Off the Rails: Astrotrain does not *need* to have rails to use Ground Movement in his train Alt Mode, but when able to do so he adds 10 ft per Free Action spent to increase Movement, and has no limit as to how many Free Actions can be spent this way. Additionally, while using rails in this way, his Ram attack damage is increased to 5.

Zero-G Expert: Astrotrain's Shuttle Alt Mode is optimized for conflicts in the vacuum of space. It gains an Aerial Movement type of 60/30' and is fully capable of moving unhindered in the vacuum of outer space. Additionally, as ranged combat is a necessity in outer space combat, Astrotrain's ranged attacks in Shuttle Alt Mode all receive a ↑1 dice shift.

ATTACKS

Claw-Tether (Might): +d8, Reach/60ft (1 Sharp Damage)

- **Alternate Effects:** Grapple and Maneuver (↓1)
- **Hands**: 0
- **Traits:** Computerized, Mounted, Reload

Flyby (Driving): +d6*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Shuttle Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Focused Blaster (Targeting): +d6, Range 60ft/120ft (1 Energy Damage)

- **Hands:** 1
- **Traits:** Ballistic, Energy, Sidearm

Ram (Driving): +d6, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Train Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Railside Cannons (Targeting): +d6, Range 80ft/200ft/min. 20ft (2 Laser Damage)

- **Hands:** 0
- **Requirements:** Train Alt Mode Only
- **Traits:** Laser, Mounted, Multiple Targets (2)

Unarmed Combat (Might): +d8, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Heat Shielding: Fire and Laser damage Astrotrain suffers from any source is reduced by 1 (minimum of 0). This power comes from an Armor Upgrade. As Gear, this can be taken from him when Defeated, or removed by force while grappling.

GEAR

Armor: Heavy Armor Matrix (+3 Toughness), Heat Shielding

Weapons: Claw-Tether (Medium Melee), Focused Blaster (Energy Sidearm Projectile), Railside Cannons (Heavy Projectile) x2

HANGUPS

Ooh, Shiny!: Astrotrain has an odd penchant for collective shiny things, trinkets, and baubles from wherever he travels. If something like this catches his eye, he will suffer ↓1 on all skill tests until he gets it in his possession.

Barricade

Barricade chose to serve Megatron as a fully corrupt police officer – even with a revved up squad car Alt-Mode. He is a brutal enforcer of the law… Decepticon law!

BARRICADE

THREAT LEVEL: 12

SIZE: Large **HEALTH:** 12

MOVEMENT: 40 ft Ground (Bot-Mode); 60 ft Ground

STRENGTH: 9 **SPEED:** 9
SMARTS: 7 **SOCIAL:** 5

TOUGHNESS: 21 **EVASION:** 19
WILLPOWER: 17 **CLEVERNESS:** 15

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d4
- Culture (Law) +d4
- Deception +d4
- Driving (Wheeled) +d6
- Initiative +d2
- Intimidation +d6
- Might +d6
- Persuasion +d2
- Streetwise +d4
- Targeting (Pistols) +d6
- Technology +d2
- Languages: Cybertronian, English, Spanish

PERKS

Bang Bang: Barricade makes every shot count. He can attack twice instead of once when using the Attack action to attack with a ballistic weapon.

Energon Restraints: As long as Barricade still has any of these pieces of equipment remaining, all of his Unarmed attacks gain 'Critical Effect: Restrained.'

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

ATTACKS

Heavy Pistol (Targeting): +d6*, Range 30ft/50ft (2 Sharp Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm

Rotary Blade (Might): +d6, Reach (1 Sharp Damage)

- **Hands**: 1
- **Requirements:** Technology d2
- **Traits:** Computerized, Mounted, Multiple Attacks (2), Sharp

Stunner (Targeting): +d6, Range 10ft/20ft (1 Stun Damage)

- **Alternate Effects:** Target is Stunned until end of attacker's next turn
- **Hands:** 1
- **Traits:** Sidearm, Sonic, Stun

Ram (Driving): +d6*, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d6, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

POWERS

In Pursuit (1/scene, Alt-Mode, Free): Barricade always keeps a dose of concentrated energon in his fuel lines. Injecting this doubles his Ground Movement, adds +1 damage to any Ram attacks, and grants Edge to all Driving Skill Tests. This power lasts for 2d2 turns, after which Barricade suffers 1 point of Psychic Damage.

Target Vulnerability (3/scene, Free): Barricade quickly assess the best way to overcome an enemy. When he Attacks with a one-handed weapon, he can also attempt an Alertness Skill Test against a target's Willpower or Cleverness. On a success, his attack deals 1 additional Damage.

GEAR

Armor: Reinforced Chassis Cage (+2 Toughness and +1 Damage to Ram)

Weapons: Heavy Pistol (Sidearm Projectile), Rotary Blade (Sidearm Sharp Melee), Stunner (Sidearm Energy Melee)

Other: Energon Restraints x4

HANGUPS

Cruel and Unusual: Barricade lives to inflict pain and suffering on those who have earned his punishment. Barricade will move to and melee attack any target that is Prone whenever possible.

Blitzwing

Disliked even by his fellow Decepticons, the triple-changer Blitzwing is a force of destruction. Mean to the core, he doesn't care too much if he has to risk his brethren to see some action.

BLITZWING

THREAT LEVEL: 13

SIZE: Huge/Extended **HEALTH:** 14

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 45ft Ground (Alt-Mode); 60 ft Aerial (Alt-Mode)

STRENGTH: 9 **SPEED:** 11
SMARTS: 6 **SOCIAL:** 6

TOUGHNESS: 22 **EVASION:** 21
WILLPOWER: 16 **CLEVERNESS:** 16

SKILLS

- Alertness (Perception) +d4
- Athletics +d2
- Brawn +d6
- Conditioning x1
- Culture +d2
- Deception +d6
- Driving (Flying, Tracked) +d8
- Initiative +d2
- Infiltration +d2
- Intimidation +d2
- Might +d6
- Performance +d2
- Streetwise +d4
- Survival +d4
- Targeting +d6
- Languages: Cybertronian, English, German

PERKS

Aerial Superiority: When Blitzwing attacks from higher ground, he gains an Edge as well as ↑1 on attacks.

Ambidextrous Fighter: Blitzwing is attuned with using both of his hands equally well in combat, allowing him to make an attack with each one-handed weapon once as part of a single Standard action, but each Skill Test suffers ↓1.

Fast Conversion: Cybertronians spend a Free Action to convert between Bot Mode and Alt-Mode.

Helical Spring: Blitzwing rolls with the physics when he switches between Modes, boosting him forward. When he Converts to Bot-Mode, you can move 10ft as part of the action to Convert. When you Convert to either Alt-Mode, you can Flyby or Ram without needing to move 10ft first. You may only benefit from Helical Spring once per turn.

ATTACKS

Energon Blade (Might): +d6, Reach (1 Fire Damage)

- **Alternate Effects:** Intimidating, Maneuver (↓1)
- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Fire, Reload

Flyby (Driving): +d8*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Shuttle Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Focused Blaster (Targeting): +d6, Range 60ft/120ft (1 Energy Damage)

- **Hands:** 1
- **Traits:** Ballistic, Energy, Sidearm

Missile (Targeting): +d6, Range 500ft/1000ft/min. 60ft (1 Fire Damage)

- **Alternate Effects:** Remove Area of Effect (↑1), 2 Fire Damage (↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (50 ft radius), Computerized, Consumable, Fire, Mounted, Wrecker

Ram (Driving): +d8*, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Tank Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Turret Cannon (Targeting): +d6, Range 100ft/300ft/min. 30ft (2 Laser Damage)

- **Hands:** 2
- **Requirements:** Tank Alt-Mode Only
- **Traits:** Anti-Tank, Laser, Mounted, Wrecker

POWERS

Cogshot (2/scene, Move): Blitzwing understands the T-cogs of Cybertronians better than most. Using this power, his attacks this turn gain 'Critical Effect: Target cannot change Mode until beginning of attacker's next turn.'

GEAR

Armor: Heavy Armor Matrix (+3 Toughness)

Weapons: Energon Blade (Medium Energy Melee), Focused Blaster (Energy Sidearm Projectile), Missiles x2 (Mounted Projectile), Turret Cannon (Heavy Projectile) x2

HANGUPS

Basically, a Jerk: Blitzwing is unlikeable, loudmouthed, and generally unpleasant. No ally may ever Lend Assistance to him without first spending a Story Point.

Breakdown

Breakdown is a little more than your common Decepticon thug.

Always happy to serve, whether Starscream, Megatron, or as the right leg of the mighty Menasor Combiner, he is a natural born follower. This is highlighted by his relationship with his partner, Knock Out.

BREAKDOWN

THREAT LEVEL: 10

SIZE: Large/Long **HEALTH:** 12

MOVEMENT: 30 ft Ground (Bot Mode); 45 ft Ground (Alt Mode)

STRENGTH: 12 **SPEED:** 6
SMARTS: 3 **SOCIAL:** 5

TOUGHNESS: 24 **EVASION:** 16
WILLPOWER: 13 **CLEVERNESS:** 15

SKILLS

- Alertness +d2
- Athletics +d2
- Brawn +d6
- Conditioning x2
- Culture +d2
- Deception +d2
- Driving +d4
- Initiative +d4
- Intimidation +d4
- Might (Hammer) +d6
- Performance +d2
- Persuasion +d2
- Streetwise +d4
- Targeting +d4
- Technology +d2
- Languages: Cybertronian, English, German, Junkion

PERKS

Gestalt Combiner (Menasor; Enhanced Move): You are designed to connect and combine with one or more specific beings, becoming equal parts of a larger, potentially more powerful, robot Combiner Megaform.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Partnered (Knock Out): Breakdown can always Lend Assistance using a Free Action to his partner, Knock Out, as long as they are within line of sight of each other.

No Escape: Breakdown is merciless and will not let them retreat. When an enemy moves within the Reach of one of his melee attacks, he interrupts their movement to immediately attack them with it. This Perk can only be used once per round.

ATTACKS

Gravitic Hammer (Might): +d6*, Reach (2 Blunt Damage)

- **Hands**: 1
- **Requirements:** Bot Mode Only
- **Traits:** Integrated, Mounted, Wrecker

Heavy Pistol (Targeting): +d4, Range 30ft/50ft (2 Sharp Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d6, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Takedown (3/scene, Move): Instead of moving in any way during his turn, Breakdown can add the Knock Prone alternate effect to all of his attacks this turn.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Gravitic Hammer (Might Heavy Melee), Heavy Pistol (Sidearm Projectile)

HANGUPS

Nemesis (Bulkhead): Breakdown has a long and ugly history with the Autobot Bulkhead. If he is involved in a scene with Bulkhead (or someone openly acting on behalf of Bulkhead), Breakdown suffers ↓1 on all **Skill Tests** that are not targeting that individual to somehow hinder or harm them.

Yeah, Boss: A natural born follower, all Deception, Intimidation, and Persuasion skill tests performed by higher ranking Decepticons targeting Breakdown have Edge.

Cyclonus

Created by Unicron to serve as the template from which Galvatron's primary forces would be droned, Cyclonus is an advanced war mechanoid.

Whether in his sleek spacecraft mode or blasting away in bot mode, he and his Scourges battle to the last in their commanders' names.

CYCLONUS

THREAT LEVEL: 16

SIZE: Large/Long **HEALTH:** 16

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 60/30 ft Aerial (Alt-Mode)

STRENGTH: 7 **SPEED:** 11
SMARTS: 12 **SOCIAL:** 8

TOUGHNESS: 19 **EVASION:** 21
WILLPOWER: 22 **CLEVERNESS:** 18

SKILLS

- Alertness (Scanners) +d6
- Athletics +d4
- Brawn +d2
- Culture +d4
- Deception +d4
- Driving (Aerospace) +d8
- Initiative +d4
- Intimidation +d4
- Might +d4
- Persuasion (Wing Leader) +d8
- Science +d4
- Streetwise +d2
- Survival +d4
- Targeting +d8
- Technology +d4
- Languages: Cybertronian, Cartharsian, English, Miliarian, Nebulanese, Russian

PERKS

Alpha Scourge: Cyclonus' creation marked the beginning of the Scourges, and all Scourge Drones instinctively follow his commands to the best of their ability, giving him a ↑2 dice shift on Deception, Intimidation, and Persuasion Skill Tests targeting them.

Earlier is Better Than Later: Cyclonus is always the first to get into the fight. While in Alt Mode, Free Actions used for additional Movement add 10 feet to his Movement instead of 5. Additionally, exchanging Free Actions for additional movement is not limited.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Zero-G Expert: Cyclonus is optimized for conflicts in the vacuum of space. He gains an aerial movement type of 60/30' and is fully capable of moving unhindered in the vacuum of outer space. Additionally, as ranged combat is a necessity in outer space combat, Cyclonus' ranged attacks all receive a ↑1 dice shift.

ATTACKS

Antimatter Cannon (Targeting): +d8, Range 100ft/300ft (2 Fire Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1), Multiple Targets (2, ↓2)
- **Requirements:** Alt-Mode Only
- **Traits:** Fire, Mounted, Reload

Energon Axe (Might): +d4, Reach (2 Energy Damage)

- **Alternate Effects:** Intimidating, Maneuver (↓1)
- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Energy, Reload

Flyby (Driving): +d8*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Heavy Blaster (Targeting): +d8, Range 40ft/100ft (2 Energy Damage)

- **Hands:** 2
- **Traits:** Ballistic, Energy

Implosion Torpedoes (Targeting): +d8, Range 300ft/1000ft (3 Energy Damage)

- **Alternate Effects:** Target is Immobilized until end of their next turn
- **Hands:** 2
- **Traits:** Anti-Tank, Computerized, Consumable, Inaccurate (↓1), Mounted, Wrecker

POWERS

Squadron, On My Mark! (1/scene, Standard): Focusing on being a good leader, Cyclonus makes any ranged attack on a single target with Edge. All allies that choose to attack this same target until the beginning of Cyclonus' next turn also gain Edge.

Static Shield (Free): Cyclonus can increase his Evasion by 2 and add 1 Electric Damage to his Flyby attack until the beginning of their next turn. This power comes from an Armor Upgrade. As Gear, this can be taken from Cyclonus if he is Defeated, or removed by force while grappling.

GEAR

Armor: Heavy Armor Matrix (+3 Toughness), Static Shield

Weapons: Antimatter Cannon (Medium Energy Projectile), Energon Axe (Medium Energy Melee), Heavy Blaster (Energy Projectile), Implosion Torpedoes x3 (Mounted Projectile)

HANGUPS

Sycophantically Loyal: Cyclonus will do anything to make his commanders happy with him. This grants any character he sees as his higher-up Edge on all Smarts and Social skills tests that target him.

Dead End

Easily the doomiest, gloomiest, and least fun Decepticon to have at the party, Dead End is one of the fast-moving Stunticons.

His philosophy is easy; everything is going to slip away into darkness, so why bother?

DEAD END

THREAT LEVEL: 6

SIZE: Large/Long **HEALTH:** 6

MOVEMENT: 30 ft Ground (Bot Mode); 60 ft Ground (Alt Mode)

STRENGTH: 2 **SPEED:** 9
SMARTS: 4 **SOCIAL:** 3

TOUGHNESS: 13 **EVASION:** 19
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Athletics +d4
- Culture +d2
- Deception +d2
- Driving (Wheeled) +d6
- Finesse +d4
- Initiative +d2
- Performance +d2
- Streetwise +d2
- Targeting +d4
- Technology +d2
- Languages: Cybertronian, English, French, Italian, Spanish

PERKS

Gestalt Combiner (Menasor; Enhanced Attack): You are designed to connect and combine with one or more specific beings, becoming equal parts of a larger, potentially more powerful, robot Combiner Megaform.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Numb: Dead End's nihilistic core beliefs make him oddly immune to being emotionally manipulated. He cannot suffer from the Frightened Condition, and all attempts to use the Intimidation or Persuasion skills against him suffer ↓2.

ATTACKS

Blaster (Targeting): +d4, Range 25ft/80ft (1 Energy Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm

Paired Small Bludgeons (Finesse): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1)
- **Hands**: 2
- **Requirements:** Bot Mode Only
- **Traits:** Integrated, Light

Ram (Driving): +d6*, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Finesse): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot Mode Only

POWERS

Stunt Driving (1/scene, Alt Mode Only, Free): Usable as part of any Move action, Dead End swerves, slides, and drifts masterfully, becoming an extremely difficult target. His Evasion Defense is increased by the result of rolling Dead End's Driving skill die until he assumes Bot Mode again.

GEAR

Armor: Light Armor Matrix (+1 Toughness)

Weapons: Blaster (Energy Sidearm Projectile), Paired Small Bludgeons (Might Light Melee) x2

HANGUPS

Nihilist: Dead End has a deeply instilled belief that nothing really matters — ever. He cannot be the target of the Lend Assistance action.

Demolisher

Demolisher is a loyal military advisor and soldier in Megatron's forces. He is just as happy to give his thoughts on a tactical solution as he is converting into his four-barreled tank mode and contributing to it!

DEMOLISHER

THREAT LEVEL: 13

SIZE: Huge/Extended **HEALTH:** 13

MOVEMENT: 20 ft Ground (Bot-Mode); 45 ft Ground (Alt-Mode)

STRENGTH: 12 **SPEED:** 10
SMARTS: 7 **SOCIAL:** 3

TOUGHNESS: 25 **EVASION:** 20
WILLPOWER: 17 **CLEVERNESS:** 13

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d6
- Culture +d4
- Driving (Tracked) +d4
- Initiative +d4
- Intimidation +d4
- Might (Fists) +d6
- Persuasion +d4
- Streetwise +d2
- Survival +d4
- Targeting (Cannons) +d8
- Languages: Cybertronian, German, Junkion, Russian

PERKS

Know Weakness: Demolisher can spend a Move action to attempt an Alertness Skill Test versus a target's Cleverness Defense. If successful, he knows all of the target's Hangups and ignores any Resistances the target might possess.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Veteran of the Wars: When making an Alertness Skill Test to gain information or understanding of his current battlefield, he gains Edge.

Rapid Reload: Demolisher hot swaps ammo faster than most pull a trigger. Reloading weapons with the Reload trait is a Free action for him.

ATTACKS

Frag Grenade (Athletics): +d4, Range 20ft/50ft (1 Sharp Damage)

- **Hands:** 1
- **Traits:** Area of Effect (10ft), Consumable, Sharp, Wrecker

Quad Cannons (Targeting): +d8*, Range 150ft/400ft/min. 30ft (2 Sharp Damage)

- **Alternate Effects:** Multi-Weapon (4)
- **Hands:** 2
- **Traits:** Anti-Tank, Ballistic, Mounted, Reload, Wrecker

Ram (Driving): +d4*, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Reinforced Fists (Might): +d6*, Reach (2 Stun Damage)

- **Alternate Effects:** 2 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

POWERS

Shrug It Off (1/scene): Demolisher is built to last, ignoring some impacts that would cripple others. This power allows him to halve the Damage (minimum 1) from any single successful attack.

GEAR

Armor: Heavy Armor Matrix (+3 Toughness)

Weapons: Quad Cannons (Heavy Projectile)

Other: Frag Grenade x2

HANGUPS

Showing Respect: Demolisher respects the soldiers of this bitter war, and respects those who seem like they have, too. Whenever a foe rolls a Critical Success on an attack Skill Test (even targeting him!), he will salute and not attack that foe on his following turn unless it is the only foe available.

Detour

Vain and always ready with a good excuse, Detour is a fast-talking speedster that prefers skullduggery to any form of fair fight.

DETOUR

THREAT LEVEL: 6

SIZE: Common/Long **HEALTH:** 6

MOVEMENT: 30 ft Ground (Bot-Mode); 60 ft Ground (Alt-Mode)

STRENGTH: 2 **SPEED:** 8
SMARTS: 3 **SOCIAL:** 5

TOUGHNESS: 12 **EVASION:** 18
WILLPOWER: 13 **CLEVERNESS:** 15

SKILLS

- Alertness +d4
- Athletics +d4
- Deception +d4
- Driving +d4
- Finesse +d4
- Infiltration +d2
- Initiative +d2
- Performance +d2
- Persuasion +d4
- Targeting +d4
- Technology +d2
- Languages: Cybertronian, French, Italian, Spanish

PERKS

Fast Conversion: Detour can spend a Free Action to convert between Bot Mode and Alt-Mode.

Shiny Finish: Detour polishes his chassis with a special kind of ultra-gloss finish that actually protects him against certain attacks. Detour is Resistant to Laser attacks and damage.

ATTACKS

Knuckledusters (Finesse): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only
- **Traits:** Mounted

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Slugger Pistols (Targeting): +d4, Range 30ft/60ft (1 Blunt Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1)
- **Hands:** 2
- **Traits:** Ballistic, Reload

POWERS

Blur Field (1/scene, Free): Detour always has ↑2 on Infiltration Skill Tests to hide. Additionally, he can use this Power to increase his Evasion by 2 until the beginning of his next turn. This power comes from an Armor Upgrade. As Gear, this can be taken from him when Defeated, or removed by force while grappling.

GEAR

Armor: Blur Field

Weapons: Knuckledusters (Might Light Melee) x2, Slugger Pistols (Light Sidearm Projectile) x2

HANGUPS

Not in the Face!: Detour thinks himself to very physically attractive, and it makes him extremely nervous when he could take damage to his visage. At any point he suffers damage from a melee attack while in Bot-Mode, he suffers ↓1 on all skill rolls until the end of his next turn.

Kickback

One of the 'original' Insecticons, Kickback is the alpha copy and leader of the locust Alt-Mode creatures.

He is deceptively friendly and fun to be around – even if it is all a façade to bring him in close to munch on tasty prey!

KICKBACK

THREAT LEVEL: 9

SIZE: Large/Long **HEALTH:** 9

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 30 ft Ground/40 ft Aerial (Alt-Mode)

STRENGTH: 7 **SPEED:** 5
SMARTS: 4 **SOCIAL:** 8

TOUGHNESS: 17 (19) **EVASION:** 15
WILLPOWER: 14 **CLEVERNESS:** 13

SKILLS

- Alertness +d4
- Animal Handling +d4
- Athletics +d4
- Brawn +d4
- Deception +d4
- Infiltration +d4
- Initiative +d6
- Might (Kicking) +d4
- Persuasion +d6
- Survival +d4
- Targeting +d4
- Languages: Cybertronian, English, Insecticon

PERKS

Alpha Insecticon: Kickback is the beginning of a strain of Insecticon, and all Insecticon Drones instinctively follow his commands to the best of their ability, giving him a ↑2 dice shift on Deception, Intimidation, and Persuasion Skill Tests targeting them.

Energon Manipulator: Aside from their ability to locate and gather energon from objects they devour, Insecticons can also regenerate lost Health by devouring targets with energon inside of them. By destroying an object containing energon or by Defeating any Cybertronian, they immediately regain 1D2 lost Health.

Insecticon: A strain of Cybertronians that can trace its lineage back to the ancient bestial swarms, Insecticons add an Aerial Movement type that is 10 feet faster than their Ground Movement, have 2 points of armor bonus to their Toughness, and have a permanent ↑2 dice shift to Brawn in their Alt-Modes.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Powerful Jump: Kickback has extremely powerful hind legs in his Alt-Mode, allowing him to double his Ground Movement amount by making a standing leap in a single direction.

ATTACKS

Antennae Blasts (Targeting): +d4, Range 30ft/50ft (1 Electric Damage)

- **Hands:** 0
- **Traits:** Electric, Mounted

Blaster (Targeting): +d4, Range 25ft/80ft (1 Energy Damage)

- **Hands:** 1
- **Requirements:** Bot-Mode Only
- **Traits:** Ballistic, Sidearm

Power Kick (Might): +d4*, Reach (1 Blunt Damage)

- **Alternate Effects:** Knock Back D4x5ft and Prone (↓1)
- **Hands**: 0
- **Requirements:** Alt-Mode Only

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Crushing Leap (2/scene, Standard): Kickback makes a Power Kick attack with Edge at a target before immediately leaping up to 60 feet in any direction.

GEAR

Weapons: Blaster (Energy Sidearm Projectile)

HANGUPS

Always Hungry: Kickback suffers from a constant and nagging need to eat. If given the opportunity, he will occupy his free time with filling his mandibles with anything that might contain even the tiniest bit of energon in it!

Wind-Drag: Kickback's wing protrusions help maintain his steady flight, but also leaves him susceptible to strong winds. In such an environment, he suffers a Snag on all Speed-based Skill Tests while flying.

Knock Out

Fast-moving and fast-talking, Knock Out is a Decepticon racer and medical engineer. Never far from his brutish 'assistant', Breakdown, this clever mechanoid loves to know how his fellow Cybertronians function.

KNOCK OUT

THREAT LEVEL: 9

SIZE: Large/Long **HEALTH:** 9

MOVEMENT: 40 ft Ground (Bot Mode); 60 ft Ground (Alt Mode)

STRENGTH: 5 **SPEED:** 7
SMARTS: 7 **SOCIAL:** 5

TOUGHNESS: 16 **EVASION:** 17
WILLPOWER: 17 **CLEVERNESS:** 15

SKILLS

- Alertness +d4
- Athletics +d4
- Deception +d4
- Driving +d6
- Infiltration +d4
- Initiative +d2
- Might +d6
- Performance +d2
- Persuasion +d2
- Science +d2
- Streetwise +d2
- Targeting +d4
- Technology (Repair) +d6
- Languages: Cybertronian, English, French, German, Italian

PERKS

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Partnered (Breakdown): Knock Out can always Lend Assistance using a Free Action to his partner, Breakdown, as long as they are within line of sight of each other.

Walk it Off!: Knock Out knows how to rivet a temporary patch on a metal rend or unceremoniously yank out a dent. As a Standard action, Knock Out can choose to succeed in a **DIF 12 Technology (Repair) Skill Test** to restore 1 Health to a mechanoid within his Bot Mode reach. Each target may only benefit from this Perk once per scene.

ATTACKS

Energon Prod (Might): +d6, Reach (1 Energy Damage)

- **Alternate Effects:** 2 Stun Damage (↓1)
- **Hands**: 1
- **Requirements:** Bot Mode Only
- **Traits:** Energy, Stun

Ram (Driving): +d6, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Heavy Laser Pistols (Targeting): +d4, Range 40ft/100ft (2 Laser Damage)

- **Hands:** 1
- **Traits:** Laser, Reload, Sidearm

Unarmed Combat (Might): +d6, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Have a Nice Nap! (1/scene): Knock Out knows all the best ways to interrupt the natural flow of energon in a Cybertronian's chassis. If successfully attacking a Cybertronian target currently Grappled, Immobilized, Prone, Restrained, or Surprised with an attack inflicting Stun Damage, the target is automatically Stunned for 2d2 rounds.

GEAR

Armor: Light Armor Matrix (+1 Toughness)

Weapons: Energon Prod (Might Heavy Melee), Heavy Laser Pistol (Laser Sidearm Projectile)

HANGUPS

Make Tracks!: Knock Out will never choose to stick around in a fight he cannot win. If Knock Out begins his turn with 2 or fewer Health, roll 1d4. If the result is higher than his current Health total, he will try to escape the scene as soon as possible.

Mega-Octane

The cool-headed leader of the Decepticon Commandos as well as the main body of their Combiner Megaform, Ruination, Mega-Octane is a significant opponent to the Autobots. If he wasn't constantly having to keep his own bots in line, he would be a greater threat!

MEGA-OCTANE

THREAT LEVEL: 13

SIZE: Huge/Extended **HEALTH:** 14

MOVEMENT: 20 ft Ground (Bot Mode); 45 ft Ground (Alt Mode)

STRENGTH: 10 **SPEED:** 10
SMARTS: 7 **SOCIAL:** 5

TOUGHNESS: 23 **EVASION:** 20
WILLPOWER: 17 **CLEVERNESS:** 15

SKILLS

- Alertness +d6
- Athletics +d4
- Brawn +d4 (+d8)
- Conditioning x1
- Culture +d2
- Driving (Wheeled) +d4
- Initiative +d4
- Intimidation +d4
- Might +d6
- Persuasion (Leadership) +d6
- Streetwise +d2
- Survival +d4
- Targeting (Cannons) +d8
- Technology +d2
- Languages: Cybertronian, English, German, Italian, Russian

PERKS

Carrier: While in his Alt Mode, his Brawn skill level is considered to be two dice higher and he may use his storage areas to utilize this additional carrying capacity.

Gestalt Combiner (Ruination; Commander): You are designed to connect and combine with one or more specific beings, becoming equal parts of a larger, potentially more powerful, robot Combiner Megaform.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Veteran of the Wars: When making an Alertness skill test to gain information or understanding of your current battlefield, you gain Edge.

ATTACKS

Frag Grenade (Athletics): +d4, Range 20ft/50ft (1 Sharp Damage)

- **Hands:** 1
- **Traits:** Area of Effect (10ft), Consumable, Sharp, Wrecker

Twin Cannons (Targeting): +d8*, Range 150ft/400ft/min. 30ft (2 Sharp Damage)

- **Alternate Effects:** Multi-Weapon (2)
- **Hands:** 2
- **Traits:** Anti-Tank, Ballistic, Mounted, Reload, Wrecker

Ram (Driving): +d4*, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Attack (Might): +d6, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot Mode Only

POWERS

Follow Me! (1/scene): At the beginning of any combat, instead of rolling their own Initiative, Mega-Octane's allies may always choose to instead set their Initiative as 1d4 lower than his (minimum final result of 1). Each ally who chooses to do this emboldens him and adds +1 to your result (after all other modifiers and totals are determined).

GEAR

Armor: Heavy Armor Matrix (+3 Toughness)

Weapons: Twin Cannons (Heavy Projectile)

Other: Frag Grenade x2

HANGUPS

Saving Face: Mega-Octane loves to be the fearless, infallible leader on the battlefield. Anytime he rolls a Fumble while being witnessed by an ally, he is considered Impaired until he manages to succeed the same kind of Skill Test he Fumbled — also while being witnessed.

Megatron

The pit gladiator-turned-revolutionary tyrant Megatron is the sworn enemy of Optimus Prime and the Autobots. He will not rest until they have all been turned to scorched hulls by his fusion cannon or ground to debris beneath his tank treads! Only when Cybertron is liberated into his control will he and his Decepticons ever be able to rest.

MEGATRON

THREAT LEVEL: 24

SIZE: Huge/Extended **HEALTH:** 25

MOVEMENT: 40 ft Ground (Bot-Mode); 45 ft Ground (Alt-Mode)

STRENGTH: 17 **SPEED:** 13
SMARTS: 11 **SOCIAL:** 13

TOUGHNESS: 31 **EVASION:** 23
WILLPOWER: 21 **CLEVERNESS:** 23

SKILLS

- Alertness +d6
- Animal Handling +d2
- Athletics +d4
- Brawn +d10
- Culture +d6
- Deception +d6
- Driving (Tracked) +d6
- Initiative +d6
- Intimidation +d10
- Might (Flail) +d8
- Persuasion (Leadership) +d10
- Science +d2
- Streetwise +d6
- Survival +d6
- Targeting (Cannon) +d10
- Technology +d4
- Languages: Cybertronian, seems at least passable in a variety of languages from all across Decepticon territory

PERKS

Crush You!: Anytime Megatron suffers damage from an enemy attack, he gains Edge on all melee attacks until the end of his next turn.

Gladiator: Megatron may make three melee or two ranged attacks per Standard action. His targets may not benefit from the Defend action against his attacks.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Tyrannical Focus: Megatron is immune to Stun Damage and cannot suffer from the Frightened or Stunned Conditions.

ATTACKS

Energon Flail (Might): +d8*, Reach (2 Blunt Damage)

- **Alternate Effects:** Add 1 Fire Damage (↓1), Intimidating, Maneuver
- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Energy, Mounted, Reload

Ram (Driving): +d6*, Reach (3 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Fusion Cannon (Targeting): +d10*, Range 80ft/250ft (3 Energy Damage)

- **Hands:** 1
- **Traits:** Anti-Tank, Energy, Ignores Resistance, Mounted, Reload, Wrecker

POWERS

You Will Fall! (1/scene, Standard): Megatron can threaten a painful and early demise to all of his enemies within 100 feet, targeting their Willpower Defense with an Intimidation attack. If successful, the target is Frightened for 2d2 turns. Critical Success inflicts 2 Psychic Damage.

Rise Up! (3/scene, Standard): Megatron can inspire his loyal Decepticons with a roaring command to enact his will. Succeeding in a DIF14 Persuasion Skill Test grants all allies within 100 feet Edge on all Skill Tests during their next turn.

Such Heroic Nonsense (1/scene, Standard): Megatron may make a single Fusion Cannon attack against any Prone target of Gigantic size or smaller within 20 feet. If this attack is successful, the target is reduced to 0 Health and Defeated.

GEAR

Armor: Ultra-Heavy Protection Layering (+4 Toughness and +1 Health)

Weapons: Energon Flail (Energy Melee), Fusion Cannon (Heavy Energy Projectile)

Other: 2d2 stored Energon Points

HANGUPS

Megalomaniacal Monolog: Megatron is a power mad tyrant, and will gladly take a moment to gloat when he is successful. Anytime a foe is Defeated, Megatron will spend the next d2 of his turns self-aggrandizing and giving braggart speeches instead of taking normal actions.

The Reward for Failure: If one of Megatron's allies Fumbles in his presence, Megatron will target that ally with at least one attack on his next turn — even if that means Defeating the ally!

Shockwave

Driven by logic more than anything else, Megatron's chief engineer and arguably one of his closest Decepticon subordinates, Shockwave is a cold and ruthless foe. Conversing little to the unworthy, he lets his singularity cannon speak for him – whether it is as the replacement for his left hand or the turret of his hover-tank form!

SHOCKWAVE

THREAT LEVEL: 20

SIZE: Huge/Extended **HEALTH:** 21

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Ground (Alt-Mode)

STRENGTH: 12 **SPEED:** 12
SMARTS: 15 **SOCIAL:** 7

TOUGHNESS: 22 **EVASION:** 22
WILLPOWER: 25 **CLEVERNESS:** 17

SKILLS

- Alertness (Insight) +d6
- Animal Handling +d2
- Athletics +d4
- Brawn +d4
- Conditioning x1
- Deception +d6
- Driving +d4
- Infiltration +d4
- Initiative +d4
- Intimidation +d4
- Might (Mace) +d8
- Persuasion +d4
- Science +d12
- Streetwise +d2
- Targeting (Cannon) +d10
- Technology +d10
- Languages: Cybertronian, seems at least passable in all common languages

PERKS

Analytical: Shockwave is, on a certain level, more computer than Cybertronian. Whenever making a Science or Technology Skill Test, he does so as if Specialized.

Hover Tank: Shockwave's Alt-Mode, that of a Cybertronian styled attack tank, uses advanced gravitics to hover a few feet off the ground. In this form, he ignores all terrain-based penalties to his Ground Movement.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Multi-Spectrum Vision: Shockwave's glowing cyclopean eye lens allows him to see in a variety of spectrums of light, energy, and radiation. He ignores Cover when making ranged attacks and has Edge on all Alertness Skill Tests based on vision.

ATTACKS

Energon Mace (Might): +d8*, Reach (2 Blunt Damage)

Alternate Effects: Add 1 Fire Damage (↓1), Intimidating, Maneuver

- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Energy, Mounted, Reload

Ram (Driving): +d4, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Singularity Cannon (Targeting): +d10*, Range 100ft/300ft (3 Energy Damage)

- **Alternate Effects:** Area of Effect (10ft x 10ft)
- **Hands:** 1
- **Traits:** Anti-Tank, Energy, Ignores Resistance, Mounted, Reload, Wrecker

POWERS

Ablative Shields (1/turn): The first damage Shockwave suffers from any source each turn is reduced by 2 (minimum of 0). This power comes from an Armor Upgrade. As Gear, this can be taken from him when Defeated, or removed by force while Grappling.

Intimidating Aftershock (Free): When Shockwave damages creatures with his cannon, he can make an Intimidation Skill Test against each creature's Willpower within 30 feet. Any creature he succeeds against is Impaired until the end of that creature's next turn.

Singularity Overcharge (1/scene, Move): Shockwave may choose to attack with his Singularity Cannon with Edge, doubling the Area of Effect and adding 'Critical Effect: Target is Blinded for 2d2 turns.' After making this attack, Shockwave suffers 2d2 Damage that cannot be prevented.

GEAR

Armor: Ablative Shields

Weapons: Energon Mace (Energy Melee), Singularity Cannon (Special Energy Projectile)

Other: Data Collection Kit, Engineering Kit

HANGUPS

Inscrutable: Whether it is purely his demeanor or perhaps his complete lack of facial features, Shockwave is difficult to interact with socially. He suffers a ↓1 on all Social Skill Tests that are emotion related.

That Was... Improbable: Shockwave's reliance on logic and learning over circumstance can cripple him when the chaos of real life interjects. Whenever he or an ally Fumbles, Shockwave cannot spend Free actions until the end of his next turn – he is too busy calculating the odds of such a thing happening!

Skywarp

Chief prankster amongst the Seekers, Skywarp is also the only known Decepticon whose Spark naturally evolved an ability to teleport.

Sadly not too bright, this mean-spirited flyer is almost the definition of brawns over brains.

SKYWARP

THREAT LEVEL: 10

SIZE: Large/Long **HEALTH:** 10

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 60 ft Aerial (Alt-Mode)

STRENGTH: 7 **SPEED:** 9
SMARTS: 3 **SOCIAL:** 7

TOUGHNESS: 19 **EVASION:** 19
WILLPOWER: 13 **CLEVERNESS:** 17

SKILLS

- Alertness (Perception) +d4
- Athletics +d4
- Deception +d6
- Driving (Flying) +d6
- Initiative +d4
- Infiltration +d2
- Intimidation +d4
- Might +d6
- Performance +d4
- Persuasion +d2
- Streetwise +d2
- Targeting +d4
- Languages: Cybertronian, English

PERKS

Aerial Superiority: When Skywarp attacks from higher ground, he gains an Edge as well as ↑1 on attacks.

Earlier is Better Than Later: Skywarp is always the first to get into the fight. While in Alt Mode, Free Actions used for additional Movement add 10 feet to his Movement instead of 5. Additionally, exchanging Free Actions for additional movement is not limited.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Roll With It: Skywarp can ride the force of a blow to safety. Once per turn, when he takes Damage, he can immediately move 10ft away from the source of the attack.

ATTACKS

Baton (Might): +d6, Reach (1 Blunt Damage)

- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Silent

Flyby (Driving): +d6*, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Missile (Targeting): +d4, Range 500ft/1000ft/min. 60ft (1 Fire Damage)

- **Alternate Effects:** Remove Area of Effect (↑1), 2 Fire Damage (↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (50 ft radius), Computerized, Consumable, Fire, Mounted, Wrecker

Particle Rifles (Targeting): +d4, Range 150ft/600ft/min. 30ft (1 Energy Damage)

- **Alternate Effects:** 2 Energy Damage (↓1), 3 Energy Damage (↓3)
- **Hands:** 2
- **Traits:** Energy, Mounted, Reload

POWERS

Flux Pods (3/scene, Free): This adds 1 to the Damage of Skywarp's Flyby attack for the duration of the turn and changes its damage type to Energy Damage.

Teleport (3/scene, Standard): Skywarp taps into his unique Spark and teleports, along with any equipment he is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Baton (Medium Melee), Flux Pods (Energy Projectile), Missiles x2 (Mounted Projectile), Particle Rifles (Medium Projectile) x2

HANGUPS

I Don't Get It: Skywarp isn't the brightest cube in the energon stack. Anyone trying to outsmart or fast-talk him gains Edge on their Skill Tests to do so.

Slipstream

Somewhat a mystery even amongst the Decepticons she viciously fights alongside, it is said that Slipstream might be an advanced clone of Starscream – but neither she nor he have verified such a claim.

SLIPSTREAM

THREAT LEVEL: 14

SIZE: Large/Long **HEALTH:** 14

MOVEMENT: 30 ft Ground/45 ft Aerial (Bot-Mode); 75 ft Aerial (Alt-Mode)

STRENGTH: 4 **SPEED:** 13
SMARTS: 8 **SOCIAL:** 9

TOUGHNESS: 16 **EVASION:** 23
WILLPOWER: 18 **CLEVERNESS:** 19

SKILLS

- Acrobatics +d2
- Alertness (Perception) +d4
- Athletics +d4
- Culture +d4
- Deception +d10
- Driving (Flying) +d8
- Finesse +d6
- Initiative +d2
- Intimidation +d4
- Performance +d4
- Persuasion +d6
- Science +d2
- Streetwise +d2
- Targeting +d6
- Technology +d4
- Languages: Cybertronian, English, French, Portuguese, Quintesson

PERKS

Barrel Roll: In any turn where Slipstream uses Aerial Movement, she may take the Defend action for 2 Free actions instead of the normal Standard action.

Dogfighter: When Slipstream attacks targets that have used Aerial Movement in their last turn, she gains an Edge as well as ↑1 on attacks.

Fast Conversion: Slipstream can spend a Free Action to convert between Bot Mode and Alt-Mode.

Roll With It: Slipstream can ride the force of a blow to safety. Once per turn, when she takes Damage, she can immediately move 10ft away from the source of the attack.

ATTACKS

Focused Energon Claws (Finesse): +d6, Reach (2 Fire Damage)

- **Alternate Effects:** Intimidating, Multi-Weapon (2)
- **Hands**: 2
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Fire, Mounted

Flyby (Driving): +d8*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Fusion Bombs (Targeting): +d6, Range 40ft/80ft (2 Fire Damage)

- **Alternate Effects:** Area of Effect (20ft x 20ft, ↑1)
- **Hands:** 2
- **Traits:** Anti-Tank, Computerized, Mounted, Reload, Wrecker

Null Ray Guns (Targeting): +d6, Range 200ft/600ft/min. 30ft (2 Cold Damage)

- **Alternate Effects:** 3 Cold Damage (↓1), Multiple Targets (2, ↓2)
- **Hands:** 2
- **Traits:** Cold, Mounted, Reload

POWERS

Flak Pods (3/scene, Free): This adds 1 to the Damage of Slipstream's Flyby attack for the duration of the turn and changes its damage type to Sharp Damage.

Scramble (Standard): Moving fast is always the answer, even if she don't use it to move far. Slipstream can force attacks to target her Evasion until the end of her next turn, even if the attack normally dictates the Defense it targets. If the attack hits and normally has an Effect with a numeric value (such as 1 Sharp), reduce the numeric Effect by 1 (minimum of 1).

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Flak Pods (Ballistic Projectile), Focused Energon Claws (Light Energy Melee) x2, Fusion Bombs (Mounted Projectile) x2, Null Ray Guns (Medium Projectile) x2

HANGUPS

Bad Temper: Slipstream has a rage inside her that can barely be contained. The turn after she Fumbles for any reason, she cannot take Free actions of any kind and suffers ↓1 on all Skill Tests until the end of her next turn.

Starscream

Leader of the Seekers and arguably Megatron's right hand, Starscream is a deadly opponent in every way. On foot he is a careful and well-skilled warrior, and in the air he is nearly unmatched.

A menace with a big ego, Starscream often puffs himself up and stands as tall as possible to look bigger than his brethren. His enemies should be thankful that he puts much of his energy into trying to usurp command from his leaders instead of defeating the Autobots!

STARSCREAM

THREAT LEVEL: 17

SIZE: Large/Long **HEALTH:** 18

MOVEMENT: 30 ft Ground/45 ft Aerial (Bot-Mode); 75 ft Aerial (Alt-Mode)

STRENGTH: 8 **SPEED:** 12
SMARTS: 9 **SOCIAL:** 11

TOUGHNESS: 21 **EVASION:** 22
WILLPOWER: 19 **CLEVERNESS:** 21

SKILLS

- Alertness (Perception) +d4
- Athletics +d2
- Brawn +d2
- Conditioning x1
- Culture +d4
- Deception +d10
- Driving (Flying) +d10
- Initiative +d4
- Intimidation +d4
- Might +d6
- Persuasion (Scheming) +d6
- Science +d2
- Streetwise +d4
- Survival +d4
- Targeting +d8
- Technology +d2
- Languages: Cybertronian, English, French, German, Korean, Japanese, Junkion

PERKS

Aerial Superiority: When Starscream attacks from higher ground, he gains an Edge as well as ↑1 on attacks.

Barrel Roll: In any turn where Starscream uses Aerial Movement, he may take the Defend action for 2 Free actions instead of the normal Standard action.

Earlier is Better Than Later: Starscream is always the first to get into the fight. While in Alt Mode, Free Actions used for additional Movement add 10 feet to his Movement instead of 5. Additionally, exchanging Free Actions for additional movement is not limited.

Energon Hoarder: Starscream is selfish and utterly devoted to his self-preservation. He always keeps a private stash of energon for his own personal use. This gives him access to 3 Energon Points at the beginning of any scene.

Expert Swordsbot: Starscream is a deadly fencer with his energon blade, gaining the Multiple Attacks (2) Trait when using any kind of one-handed blade.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

ATTACKS

Electronic Pulse Guns (Targeting): +d8, Range 160ft/650ft/min. 30ft (2 Electric Damage)

- **Alternate Effects:** 3 Energy Damage (↓1), Multiple Targets (2, ↓2)
- **Hands:** 2
- **Traits:** Electric, Mounted, Reload

Focused Energon Blade (Might): +d6, Reach (2 Fire Damage)

- **Alternate Effects:** Intimidating, Maneuver (↓1)
- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Accurate (↑1), Computerized, Energy, Reload

Flyby (Driving): +d10*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Missile Rack (Targeting): +d8, Range 250ft/800ft (2 Fire Damage)

- **Alternate Effects:** Area of Effect (30ft x 30ft) OR Multiple Attacks (3, ↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Computerized, Mounted, Reload, Wrecker

POWERS

Flak Pods (3/scene, Free): This adds 1 to the Damage of Starscream's Flyby attack for the duration of the turn and changes its damage type to Sharp Damage.

Mock Surrender (1/scene, Standard): Starscream is a survivor above all else, and it is not above him to beg for his life when he honestly is in danger. If he begins his turn at 5 or fewer Health, he can choose to spend his Standard action pleading and fast-talking himself out of danger. Until the beginning of his next turn, it takes a DIF20 Alertness Skill Test to target Starscream with any form of Skill Test.

Scramble (Standard): Moving fast is always the answer, even if he don't use it to move far. Starscream can force attacks to target his Evasion until the end of his next turn, even if the attack normally dictates the Defense it targets. If the attack hits and normally has an Effect with a numeric value (such as 1 Sharp), reduce the numeric Effect by 1 (minimum of 1).

GEAR

Armor: Heavy Armor Matrix (+3 Toughness)

Weapons: Electronic Pulse Guns (Medium Projectile) x2, Flak Pods (Ballistic Projectile), Focused Energon Blade (Medium Energy Melee), Missile Rack (Mounted Projectile)

HANGUPS

All For Me: Starscream is utterly self-serving and is unable to Lend Assistance in any capacity.

I'll Get You Next Time!: Starscream is the personification of survival instinct fueled by self-preservation. If Starscream begins his turn with 3 or fewer Health, roll 1d4. If the result is higher than his current Health total, he will try to escape the scene as soon as possible (possibly using his Mock Surrender power to facilitate this!).

Soundwave

This specialized spymaster is a user of infiltration and a veritable horde of mini-cassette Recordicons.

Soundwave uses his ability to convert into a number of different mundane objects to blend in and use his internal army to wage war – no matter if it is with data or energy blasts!

SOUNDWAVE

THREAT LEVEL: 18

SIZE: Huge/Long **HEALTH:** 18 (19)

MOVEMENT: 30 ft Ground (Bot-Mode); 0 ft (Alt-Mode)

STRENGTH: 9 **SPEED:** 11
SMARTS: 11 **SOCIAL:** 11

TOUGHNESS: 21 (23) **EVASION:** 21 (23)
WILLPOWER: 21 (23) **CLEVERNESS:** 21 (23)

SKILLS

- Alertness (Listening) +d12
- Animal Handling +d8
- Athletics +d4
- Brawn +d4
- Culture +d4
- Deception +d4
- Infiltration +d8
- Initiative +d4
- Intimidation +d4
- Might +d6
- Performance +d4
- Persuasion +d4
- Science +d2
- Streetwise +d4
- Targeting +d10
- Technology +d2
- Languages: Cybertronian, can decipher and self-translate any known language with a 6 second delay (1 round)

PERKS

Cassette Minion Master: Aside from being able to store a number of Mini-Cassette Recordicon minions in his body, Soundwave can spend his own Health (or Energon Points if he possesses any) to automatically repair stored minions an equal amount.

Know Weakness: Soundwave can spend a Move action to attempt an Alertness Skill Test versus a target's Cleverness Defense. If successful, he and all of his Mini-Cassette Recordicons know all of the target's Hangups and ignores any Resistances the target might possess.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Object Alt-Modes: Soundwave changes his Alt-Mode to resemble a variety of mundane objects. These objects can be from Common to Long in size. While these Alt Modes have a base Movement value of 0, they grant Edge to all Skill Tests involving hiding, blending in, or eavesdropping in applicable surroundings.

Reinforced Bond: The added bulk of a docked minions protect Soundwave. While he has any Recordicons docked with him, he gains +1 Health and +2 to all Defenses.

ATTACKS

Reinforced Fists (Might): +d6, Reach (2 Blunt Damage)

- **Alternate Effects:** Knock Prone (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only
- **Traits:** Integrated

Sonic Projector (Targeting): +d10, Range 60ft/100ft (2 Sonic Damage)

- **Alternate Effects:** Area of Effect (20ft x 20ft), Target is Defeaned for 2d2 turns
- **Hands:** 1
- **Traits:** Anti-Tank, Mounted, Sonic

POWERS

Recordicon Ambush! (Free): As long as Soundwave is currently storing any Recordicon minions (Laserbeak, Frenzy, Ravage, etc.), he may release one at any point during a Move action. That minion will receive Edge on all of its attacks on its first turn after being released.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Sonic Projector (Sonic Projectile)

Other: 2d2 Mini-Cassette Recordicons, Data Recording/Storage Kit, Universal Translation Node

HANGUPS

Soundwave Superior: Built on a long history of being a successful foe to the Autobots, Soundwave cannot help but possess an air of superiority. Any Deception or Persuasion Skill Tests from beings that are not legitimately higher in the Decepticon chain of command suffer a Snag when targeting him.

Buzzsaw
Lazerbeak
Ravage
Rumble
Frenzy

Ravage

One of Soundwave's most infamous and skilled spies, Ravage is a panther-shaped 'Recordicon', or mini-cassette minion. He is sadistic and cruel, but prefers to use stealth and predatory tactics to take down his targets.

RAVAGE

THREAT LEVEL: 4

SIZE: Small **HEALTH:** 4

MOVEMENT: 40 ft Ground (Bot-Mode)

STRENGTH: 2 **SPEED:** 7
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 12 **EVASION:** 17
WILLPOWER: 13 **CLEVERNESS:** 12

SKILLS

- Acrobatics +d2
- Alertness +d4
- Athletics +d4
- Deception +d4
- Finesse +d4
- Infiltration +d4
- Targeting +d4
- Technology +d2
- Languages: Cybertronian, English

PERKS

Leaping Death: Ravage's movements do not provoke contingency attacks, and he gains a ↑1 dice shift on attacks made in the same round he uses a Move Action.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Prowl: Ravage can make an Infiltration test as a Free action, and may make an Infiltration test during the process of taking a normal Move action.

ATTACKS

Omni-Ferrous Fangs (Finesse): +d4, Reach (1 Sharp Damage)

- **Hands:** 0
- **Traits:** Sharp, Silent

Antimatter Missile (Targeting): +d4, Range 45 (1 Fire Damage)

- **Hands:** Mounted (Bot-Mode)
- **Traits:** Area of Effect (10ft radius)

POWERS

From Out of Shadows (1/scene, Free): This Power is only usable against a target that is either Surprised or unaware of Ravage's location. When used in concert with one of Ravage's attacks, the attack gains Edge and inflicts 1 additional Damage if successful.

HANGUPS

Cassette Alt Mode: Your Alt Mode is that of a rectangular data-storage cassette that cannot move on its own, but may spend a Free Action to join with or exit from the Cassette Minion Master you are linked with.

Light-Sensitive: Ravage is easily blinded by dazzling or bright light, suffering a Snag on Skill Tests when visually impaired by these stimuli.

Tantrum

Tantrum is the angriest and most destructive of all the Predacons. He lives for the thrill of crushing his enemies under his hooves, or turning them to their component chemical compounds with his special catalytic carbine!

TANTRUM

THREAT LEVEL: 11

SIZE: Huge/Extended **HEALTH:** 11

MOVEMENT: 30 ft Ground (Bot Mode); 55 ft Ground (Alt Mode)

STRENGTH: 12 **SPEED:** 6
SMARTS: 6 **SOCIAL:** 4

TOUGHNESS: 24 **EVASION:** 16
WILLPOWER: 16 **CLEVERNESS:** 14

SKILLS

- Alertness +d2
- Animal Handling +d4
- Athletics +d4
- Brawn +d8
- Culture +d6
- Deception +d2
- Initiative +d6
- Intimidation +d4
- Might +d8
- Streetwise +d2
- Survival +d4
- Targeting +d6
- Languages: Cybertronian, English, German, Junkion

PERKS

Gestalt Combiner (Predaking; Enhanced Attack): You are designed to connect and combine with one or more specific beings, becoming equal parts of a larger, potentially more powerful, robot Combiner Megaform.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Quadruped: Your Alt Mode is built to run down targets while on four legs. Your Alt Mode Ground Movement rate is 25 feet faster than your Bot Mode Ground Movement and you receive a ↑1 dice shift on Might or Finesse-based attacks if you have moved (using Ground Movement) at least 25' toward the target in the same turn.

Random Hacks: Tantrum is a strange depository of random knowledge, helpful hints, and odd tips. This allows him to succeed in a **DIF12 Culture Skill Test** in order to receive a ↑1 dice shift on any non-combat Skill Test made on the following round.

ATTACKS

Brazen Blade (Might): +d8, Reach (2 Sharp Damage)

- **Hands**: 1
- **Requirements:** Bot Mode Only
- **Traits:** Sharp, Silent

Catalytic Carbine (Targeting): +d6, Range 60ft/120ft (2 Acid Damage)

- **Alternate Effects:** Strength and Speed Essence are reduced by 1 each
- **Hands**: 1
- **Requirements:** Bot Mode Only
- **Traits:** Acid, Reload, Sidearm

Goring Charge (Might): +d8, Reach (2 Sharp Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated, Sharp

Unarmed Combat (Might): +d8, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Electrostatic Discharge (Special, Standard): Tantrum is only able to use this Power after suffering Electric or Energy Damage from any source. When used, he makes a Brawn-based attack targeting the Toughness of all targets within his Reach, ignoring all Armor bonuses, inflicting 2 Electric Damage if successful. Once used, Tantrum must be damaged as above in order to use this Power again, and so on.

Furious Rage (1/scene, Free): Once Tantrum has suffered any amount of Damage, he can choose to enter into a powerful battle rage for 2d2 rounds. While in this rage, all Might skill checks have Edge, and he adds the result of rolling his Intimidation skill die to both Willpower and Cleverness Defenses.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Brazen Blade (Might Medium Melee), Catalytic Carbine (Acid Medium Projectile)

HANGUPS

Appetite for Destruction: Tantrum is not stupid, but he does love the simpler things — like the complete destruction of anything that strikes his fancy. He is almost entirely incapable of resisting taunts and his baser urges, and all attempts to manipulate him toward violence or destructive acts gain Edge.

Thundercracker

This veteran Seeker is not terribly loyal to Starscream – or really even Megatron. He serves the Decepticon cause because it is better than wearing a different kind of shackles with 'Prime's stooges.' His heart may not always be in it, but when it is, he excels.

THUNDERCRACKER

THREAT LEVEL: 14

SIZE: Large/Long **HEALTH:** 14

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 60 ft Aerial (Alt-Mode)

STRENGTH: 7 **SPEED:** 11
SMARTS: 8 **SOCIAL:** 8

TOUGHNESS: 19 **EVASION:** 21
WILLPOWER: 18 **CLEVERNESS:** 18

SKILLS

- Alertness (Perception) +d4
- Athletics +d2
- Brawn +d4
- Culture +d4
- Deception +d8
- Driving (Flying) +d6
- Initiative +d6
- Intimidation +d2
- Might +d6
- Persuasion +d4
- Streetwise +d4
- Survival +d4
- Targeting +d8
- Technology +d2
- Languages: Cybertronian, Chinese (Mandarin), English, German, Japanese, Junkion

PERKS

Aerial Superiority: When Thundercracker attacks from higher ground, he gains an Edge as well as ↑1 on attacks.

Earlier is Better Than Later: Thundercracker is always the first to get into the fight. While in Alt Mode, Free Actions used for additional Movement add 10 feet to his Movement instead of 5. Additionally, exchanging Free Actions for additional movement is not limited.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Barrel Roll: In any turn where Thundercracker uses Aerial Movement, he may take the Defend action for 2 Free actions instead of the normal Standard action.

ATTACKS

Mace (Might): +d6, Reach (1 Blunt Damage)

- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Silent

Flyby (Driving): +d6*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Particle Rifles (Targeting): +d8, Range 150ft/600ft/min. 30ft (1 Energy Damage)

- **Alternate Effects:** 2 Energy Damage (↓1), 3 Energy Damage (↓3)
- **Hands:** 2
- **Traits:** Energy, Mounted, Reload

Sonic Charges (Targeting): +d8, Range 50ft/100ft (1 Sonic Damage)

- **Alternate Effects:** 2 Sonic Damage (↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (60 ft radius), Computerized, Consumable, Mounted, Sonic

POWERS

Scramble (Standard): Moving fast is always the answer, even if he doesn't use it to move far. Thundercracker can force attacks to target his Evasion until the end of his next turn, even if the attack normally dictates the Defense it targets. If the attack hits and normally has an Effect with a numeric value (such as 1 Sharp), reduce the numeric Effect by 1 (minimum of 1).

Shock Pods (3/scene, Free): This adds 1 to the Damage of Thundercracker's Flyby attack for the duration of the turn and changes its damage type to Electric Damage.

Sonic Boom (1/scene, Alt-Mode, Standard): For the duration of Thundercracker's turn, all creatures and objects that come within 10 feet of his Movement must succeed in a DIF12 Brawn Skill Test or suffer 1 Sonic Damage.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Mace (Medium Melee), Particle Rifles (Medium Projectile) x2, Shock Pods (Electric Projectile), Sonic Charges x2 (Mounted Projectile)

HANGUPS

Ugh, Grounders!: Thundercracker has nothing but contempt for those beings that can't fly and it shows. All Social Skill Tests made targeting beings without an Aerial Movement (or have not shown that to Thundercracker yet) suffer ↓2.

DECEPTICON DRONES

Insecticon Drone

Insecticon Drones are strong close combat fighters that chew residual energon out of physical objects and repurpose it for their own use. They are the hive builders and frontline troops for Kickback and the other alpha Insecticons.

INSECTICON DRONE

THREAT LEVEL: 3

SIZE: Large/Long **HEALTH:** 4

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot Mode); 30 ft Ground/40 ft Aerial (Alt Mode)

STRENGTH: 5 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 3

TOUGHNESS: 15 (17) **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 13

SKILLS

- Alertness +d2
- Animal Handling +d4
- Brawn +d4 (+d8)
- Conditioning x1
- Deception +d2
- Initiative +d2
- Might +d4
- Targeting +d4
- Languages: Cybertronian, Insecticon, 1 local language

PERKS

Energon Manipulator: Aside from their ability to locate and gather energon from objects they devour, Insecticons can also regenerate lost Health by devouring targets with energon inside of them. By destroying an object containing energon or by Defeating any Cybertronian, they immediately regain 1D2 lost Health.

Insecticon: A strain of Cybertronians that can trace its lineage back to the ancient bestial swarms, Insecticons add an aerial movement type that is 10 feet faster than their ground movement, have 2 points of armor bonus to their Toughness, and have a permanent ↑2 dice shift to Brawn in their Alt Modes.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

ATTACKS

Blaster (Targeting): +d4, Range 25ft/80ft (1 Energy Damage)

- **Hands:** 1
- **Requirements:** Bot Mode Only
- **Traits:** Ballistic, Sidearm

Mandible Strike (Might): +d4, Reach (1 Sharp Damage)

- **Alternate Effects:** Crush (See Powers)
- **Hands**: 0
- **Requirements:** Alt Mode Only, Mounted

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

POWERS

Crush: A target caught up in a Crush attack suffers 1 automatic Blunt Damage at the beginning of the attacker's turn. To escape, the target must roll higher than this attacker's **Brawn** skill test using either **Brawn** or **Acrobatics** as a Standard action to free themselves. Other characters can attempt this action to free them as well. The attacker may not use the attack that caused the Crush while a target is being affected by it.

GEAR

Weapons: Blaster (Energy Sidearm Projectile)

HANGUPS

Member of the Hive: Insecticon Drones have a difficult time thinking for themselves. They tend to keep following whatever orders were given to them by their alphas; even if it means sacrificing themselves for the good of Insecticon-kind.

Scourge Drone

Advanced flying warriors cloned from the maniacal and loyal Cyclonus, Scourge Drones are infamously deadly – particularly in their spacecraft Alt Modes.

SCOURGE DRONE

THREAT LEVEL: 8

SIZE: Large/Long **HEALTH:** 8

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot Mode); 60/30 ft Aerial (Alt Mode)

STRENGTH: 6 **SPEED:** 8
SMARTS: 6 **SOCIAL:** 3

TOUGHNESS: 18 **EVASION:** 18
WILLPOWER: 16 **CLEVERNESS:** 13

SKILLS

- Alertness (Scanners) +d4
- Athletics +d4
- Brawn +d2
- Deception +d4
- Driving (Aerospace) +d4
- Initiative +d4
- Intimidation +d2
- Might +d4
- Streetwise +d2
- Survival +d2
- Targeting +d6
- Technology +d4
- Languages: Cybertronian, 1 local language

PERKS

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt Mode.

Zero-G Expert: Scourge Drones are optimized for conflicts in the vacuum of space. They gain an aerial movement type of 60/30' and is fully capable of moving unhindered in the vacuum of outer space. Additionally, as ranged combat is a necessity in outer space combat, Scourge Drone ranged attacks all receive a ↑1 dice shift.

ATTACKS

Energon Melee Weapon (Might): +d4, Reach (2 Energy Damage)

- **Alternate Effects:** Intimidating, Maneuver (↓1)
- **Hands**: 1
- **Requirements:** Bot Mode Only
- **Traits:** Computerized, Energy, Reload

Flyby (Driving): +d4*, Reach (2 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Heavy Blaster (Targeting): +d6, Range 40ft/100ft (2 Energy Damage)

- **Hands:** 2
- **Traits:** Ballistic, Energy

Impact Torpedoes (Targeting): +d6, Range 300ft/1000ft (2 Sharp Damage)

- **Hands:** 2
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Wrecker

POWERS

Static Shield (Free): Scourge Drones can increase their Evasion by 2 and add 1 Electric Damage to their Flyby attack until the beginning of their next turn. This power comes from an Armor Upgrade. As Gear, this can be taken from the Scourge Drone if they are Defeated, or removed by force while grappling.

GEAR

Armor: Medium Armor Matrix (+2 Toughness), Static Shield

Weapons: Energon Melee Weapon (Medium Energy Melee), Heavy Blaster (Energy Projectile), Impact Torpedoes x4 (Mounted Projectile)

HANGUPS

Of Unicron's Design: These drones were designed by the infinitely powerful Unicron, and he left his mark upon them. If a Scourge Drone wishes to act against the will of Unicron or one of his emissaries, they always do so with a Snag.

Seeker Bomber

Specialized Seekers that drop their payload on enemies from high above as the soar over them, Seeker Bombers choose to embody 'death from above.'

SEEKER BOMBER

THREAT LEVEL: 4

SIZE: Large/Long **HEALTH:** 5

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot Mode); 60 ft Aerial (Alt Mode)

STRENGTH: 4 **SPEED:** 6
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 16 **EVASION:** 16
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Conditioning x1
- Deception +d2
- Driving +d4
- Initiative +d4
- Intimidation +d4
- Might +d2
- Streetwise +d4
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Aerial Superiority: When a Decepticon Seeker Bomber attacks from higher ground, they gain an Edge as well as ↑1 on attacks.

Alt Mode: Decepticon Seeker Bomber Alt Forms are usually planes and gunships. A Decepticon Seeker can convert between Bot Mode and Alt Mode as a Standard action.

ATTACKS

Close Combat Heavy Bludgeon (Might): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** 2 Blunt Damage (2 Hands)
- **Hands**: 1 or 2
- **Requirements:** Bot Mode Only
- **Traits:** Silent, Versatile

Flyby (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Hi-Ex Bombs (Targeting): +d4, Range 40ft/80ft (2 Fire Damage)

- **Alternate Effects:** Area of Effect (20ft x 20ft, ↑1)
- **Hands:** 2
- **Requirements:** Alt Mode Only; Attacker must be
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted, Wrecker

Particle Cannons (Targeting): +d4, Range 100ft/400ft/min. 10ft (1 Energy Damage)

- **Alternate Effects:** 2 Sharp Damage (↓1)
- **Hands:** 2
- **Traits:** Ballistic, Mounted, Reload

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Close Combat Heavy Bludgeon (Heavy Melee), Hi-Ex Bombs x4 (Mounted Projectile), Particle Cannons x2 (Medium Projectile)

GENERAL DECEPTICON THREATS

Many lower ranking Decepticons fall into general categories: Soldiers, Spies, Annihilators, Snipers, Assassins, and Seekers. The following threats stand in for a wide array of characters that fit the theme of the Threat.

Decepticon Annihilator

The Decepticon Annihilator is trained to do as much damage as possible, whether it's to a structure or an Autobot in their way. They carry explosives such as grenades or rockets and use them relatively frivolously.

DECEPTICON ANNIHILATOR

THREAT LEVEL: 10

SIZE: Huge/Extended **HEALTH:** 10

MOVEMENT: 20 ft Ground (Bot-Mode); 45 ft Ground (Alt-Mode)

STRENGTH: 11 **SPEED:** 7
SMARTS: 5 **SOCIAL:** 2

TOUGHNESS: 21 **EVASION:** 19
WILLPOWER: 15 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Athletics +d4
- Brawn +d4
- Deception +d2
- Driving +d4
- Initiative +d2
- Intimidation (Taunt) +d4
- Might (Heavy Blade) +d6
- Persuasion +d2
- Science (Demolition) +d4
- Streetwise +d2
- Targeting (Launchers) +d6
- Languages: Cybertronian, 1 local language

PERKS

Alt Mode: Decepticon Annihilators are often larger vehicles so that they can store more on their person and have an easier time carrying heavy ordinances. A Decepticon Annihilator can convert between Bot Mode and Alt Mode as a Standard action.

Rapid Reload: Decepticon Annihilators hot swap ammo faster than most pull a trigger. Reloading weapons with the Reload trait is a Free action for them.

ATTACKS

Frag Grenade (Athletics): +d4, Range 20ft/50ft (1 Sharp Damage)

- **Hands:** 1
- **Traits:** Area of Effect (10ft), Consumable, Sharp, Wrecker

Heavy Combat Blade (Might): +d6*, Reach (1 Sharp Damage)

- **Alternate Effects:** 2 Sharp Damage (2 Hands)
- **Hands**: 1 or 2
- **Requirements:** Bot-Mode Only
- **Traits:** Sharp, Silent, Versatile

Plasma Launcher (Targeting): +d6*, Range 100ft/200ft/min. 30ft (2 Fire Damage)

- **Hands:** 2
- **Traits:** Anti-Tank, Mounted, Reload, Wrecker

Ram (Driving): +d4, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Rocket Launcher (Targeting): +d6*, Range 100ft/200ft/min. 30ft (1 Sharp Damage)

- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (20ft radius), Mounted, Reload, Wrecker

Unarmed Combat (Might): +d6, Reach (2 Stun Damage)

- **Alternate Effects:** 2 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

POWERS

Intimidating Aftershock (Free): When Decepticon Annihilators damage creatures with their launcher, they can make an Intimidation Skill Test against each creature's Willpower within 30 feet. Any creature they succeed against is Impaired until the end of that creature's next turn.

Shrug It Off (1/scene): The Decepticon Annihilator is built to last, ignoring some impacts that would cripple others. This power allows the Decepticon Annihilator to halve the damage (minimum 1) from any single successful attack.

GEAR

Armor: Deflection Matrix (+2 Evasion)

Weapons: Heavy Combat Blade (Heavy Melee), Plasma Launcher (Heavy Energy Projectile) or Rocket Launcher (Heavy Explosive)

Other: Frag Grenade x2

HANGUPS

Tough Guy: Decepticon Annihilators are made tough, and they know it. All Skill Tests made to manipulate them with flattery or through emotional goading gain Edge.

Decepticon Assassin

Trained to infiltrate and eliminate, Decepticons Assassins uniquely try to recreate the bot form of an Autobot to take their place. They wield bladed weapons to cut through any metal with relative ease or controlled explosives and even sometimes silenced firearms. They take out a target as efficiently as possible, and are trained to do that well.

DECEPTICON ASSASSIN

THREAT LEVEL: 12

SIZE: Large **HEALTH:** 12

MOVEMENT: 40 ft Ground (Bot-Mode); 60 ft Ground (Alt-Mode)

STRENGTH: 6 **SPEED:** 10
SMARTS: 7 **SOCIAL:** 7

TOUGHNESS: 16 **EVASION:** 20
WILLPOWER: 17 **CLEVERNESS:** 17

SKILLS

- Alertness (Insight) +d6
- Culture (Autobots) +d4
- Deception +d6
- Driving +d4
- Infiltration (Stealth) +d4
- Initiative +d4
- Intimidation +d4
- Might (Blades) +d6
- Performance +d4
- Persuasion +d4
- Targeting +d6
- Languages: Cybertronian, 3 local languages

PERKS

Alt Mode: As infiltration is a part of their job, Decepticon Assassin Alt Modes are often sleeker, quicker vehicles, but can vary if they're trying to imitate another figure, especially one who would normally be a bigger size than them. A Decepticon Assassin can convert between Bot Mode and Alt Mode as a Standard action.

Silent Weapon Specialist: When attacking with a Silent weapon, a Decepticon Assassin is considered Specialized for the Skill Test.

Sneak Attack: Once per turn, when using a Silent weapon to attack a target within 20 feet, and the Decepticon Assassin has an Edge on the attack or an ally also within 20 feet of the target, they deal 3 additional Damage.

ATTACKS

Blaster (Targeting): +d6, Range 25ft/80ft (1 Energy Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm, Silent

Close Combat Blade (Might): +d6*, Reach (1 Sharp Damage)

- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Sharp, Silent

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

POWERS

Alternate Chassis: Decepticon Assassins infiltrate through imitation. As a Standard action, a Decepticon Assassin can change their Chassis, even if that means increasing or decreasing their Size Class. The Decepticon Assassin defaults to the Champion Chassis, but replaces their Size, Bot Mode Movement, and Alt Mode Movement to match those of the new Chassis they take on.

Stealth Projector: The Decepticon Assassin can make Infiltration Skill Tests to Hide and Sneak even when they don't have cover to hide behind. This power comes from an Armor Upgrade. As Gear, this can be taken from a Defeated Decepticon Assassin, or removed by force while Grappling.

GEAR

Armor: Stealth Projector

Weapons: Blaster (Energy Sidearm Projectile), Close Combat Blade (Sharp Melee)

Other: Sound Suppressor for Blaster

HANGUPS

Next Time, Autobots!: Decepticon Assassins thrive through their ability to sneak in and deal with a target with the highest efficiency. They do not enjoy a fair fight. Anytime the Assassin suffers 3 or more Damage in a single turn, roll 1d8. If the result is higher than their current Health total, they will try to escape the scene as soon as possible.

Decepticon Commando

Decepticon Commandos are scouts and shock troopers that lead the charge when a battle begins. They're often well armored and carry heavy assault weapons.

They fire as fast as they can and move relatively quickly so that those behind them can deal with the stragglers.

DECEPTICON COMMANDO

THREAT LEVEL: 6

SIZE: Large **HEALTH:** 6

MOVEMENT: 40 ft Ground (Bot-Mode); 60 ft Ground (Alt-Mode)

STRENGTH: 3 **SPEED:** 9
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 19
WILLPOWER: 14 **CLEVERNESS:** 12

SKILLS

- Alertness +d6
- Driving +d4
- Finesse +d4
- Initiative +d6
- Intimidation +d6
- Persuasion +d2
- Streetwise +d2
- Targeting +d4
- Technology +d2
- Languages: Cybertronian, 1 local language

PERKS

Alt Mode: Decepticon Commandos prefer fast Alt Modes, even if that means trading in stealth for making a statement. A Decepticon Commando can convert between Bot Mode and Alt Mode as a Standard action.

Rapid Attack: When a Decepticon Commando attacks with a weapon in an External Hardpoint, they can spend 2 Free actions to make an additional attack with the same weapon once per turn.

ATTACKS

Energized Close Combat Weapon (Finesse): +d4, Reach (1 Damage of specific Element)

- **Alternate Effects:** Intimidating, Maneuver
- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Computerized, Energy, Reload

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Shotgun (Targeting): +d4, Range 20ft/60ft (1 Sharp Damage)

- **Alternate Effects:** Multiple Targets (2, 15ft cone)
- **Hands:** 2
- **Traits:** Ballistic, Reload

POWERS

Force Field (1/scene, Free): A Decepticon Commando can increase their Toughness and Evasion by 2 each until the beginning of their next turn. This power comes from an Armor Upgrade. As Gear, this can be taken from a Defeated Decepticon Commando, or removed by force while Grappling.

GEAR

Armor: Force Field

Weapons: Energized Close Combat Weapon (Finesse Sidearm Melee), Shotgun (Medium Projectile)

Decepticon Seeker

Dangerous, speedy Decepticons that dominate the sky and the ground, Seekers take on a jet form, helping the Decepticons overpower their enemies through air superiority.

DECEPTICON SEEKER

THREAT LEVEL: 5

SIZE: Large/Long **HEALTH:** 5

MOVEMENT: 30 ft Ground/30 ft Aerial (Bot-Mode); 60 ft Aerial (Alt-Mode)

STRENGTH: 4 **SPEED:** 7
SMARTS: 3 **SOCIAL:** 2

TOUGHNESS: 16 **EVASION:** 17
WILLPOWER: 13 **CLEVERNESS:** 12

SKILLS

- Alertness +d6
- Deception +d2
- Driving +d6
- Initiative +d4
- Intimidation +d4
- Might +d4
- Streetwise +d4
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Aerial Superiority: When a Decepticon Seeker attacks from higher ground, they gain an Edge as well as ↑1 on attacks.

Alt Mode: Decepticon Seeker Alt Forms are usually jets, although attack copters and other forms of aircrafts are also common. A Decepticon Seeker can convert between Bot Mode and Alt Mode as a Standard action.

ATTACKS

Close Combat Heavy Bludgeon (Might): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** 2 Blunt Damage (2 Hands)
- **Hands**: 1 or 2
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Versatile

Flyby (Driving): +d6, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Long Range Rifle (Targeting): +d4, Range 150ft/600ft/min. 30ft (1 Sharp Damage)

- **Alternate Effects:** 2 Sharp Damage (↓1), 3 Sharp Damage (↓3)
- **Hands:** 2
- **Traits:** Ballistic, Mounted, Reload, Sniper

Missile (Targeting): +d4, Range 500ft/1000ft/min. 60ft (1 Element Damage)

- **Alternate Effects:** Remove Area of Effect (↑1), 2 Element Damage (↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Area of Effect (50 ft radius), Computerized, Consumable, Element (chosen at creation), Mounted, Wrecker

POWERS

Element Projector (2/scene, Free): Decepticon Seekers affix special weapon pods to their Alt-Mode chassis that allow them to project one specific kind of Element Damage (chosen at creation). This adds 1 to the Damage of the Seeker's Flyby attack for the duration of the turn and changes its damage type to the chosen Element Damage.

GEAR

Armor: Medium Armor Matrix (+2 Toughness)

Weapons: Close Combat Heavy Bludgeon (Heavy Melee), Element Projector (Energy Projectile), Long Range Rifle (Medium Projectile), Missile x2 (Mounted Projectile)

Decepticon Seeker Rookie

Seeker Rookies are the first line of assault against the Autobots. They are trained in combat but still damp behind the auditory receptors. They are eager to prove themselves and often jump into direct conflict before thinking about the consequences. Rookies are often looked down on by higher-ranked Decepticons and chafe against this mistreatment. They know better than to question their commanding officers but are desperate to earn glory and respect on the battlefield.

DECEPTICON SEEKER ROOKIE

THREAT LEVEL: 3

SIZE: Large/Long **HEALTH:** 3

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Aerial (Alt-Mode)

STRENGTH: 3 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 12

SKILLS

- Alertness +d2
- Athletics +d4
- Deception +d4
- Driving +d4
- Finesse +d4
- Intimidation +d2
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Gotta Go Fast!: No matter what, Seeker Rookies are always in motion. While in Alt Mode, they may move once at half speed as part of a Standard action.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Strafing Run: During their move, if a Seeker Rookie began in, ended in, or passed within 10 feet of a target, they can attempt a Driving Skill Test versus a single target's Toughness. On a success, the target's Movement next turn is reduced to 0. This can only be used on targets that are currently on the ground.

ATTACKS

Flyby (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Mini-Laser (Targeting): +d4, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

Unarmed Strike (Finesse): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1)
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Stun

GEAR

Weapons: Mini-Laser (Sidearm Laser Projectile)

HANGUPS

Something to Prove: Seeker Rookies will do anything they can to gain favor in Starscream's eyes, suffering a ↓1 dice shift on Skill Tests on any turn after Fumbling in his line of sight.

Decepticon Seeker Scout

Seeker Scouts are employed heavily by Decepticon forces to gather information from the air. They are the lowest-ranked of the Decepticon's terrifying Seeker squads, often fresh recruits or merely inexperienced and ill-disposed to direct conflict. Nonetheless, a formation of Seeker Scouts in the air is a sign of trouble. Wise Autobots prepare for danger ahead because even if they're slow to join the fight, the scouts quickly alert Seeker Bombers and Soldiers on where to find enemies to blast to smithereens.

DECEPTICON SEEKER SCOUT

THREAT LEVEL: 2

SIZE: Large/Long **HEALTH:** 2

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Aerial (Alt-Mode)

STRENGTH: 1 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 11 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 12

SKILLS

- Alertness +d2
- Athletics +d2
- Deception +d4
- Driving +d2
- Finesse +d2
- Infiltration +d4
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Gotta Go Fast!: No matter what, Seeker Scouts are always in motion. While in Alt Mode, they may move once at half speed as part of a Standard action.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Strafing Run: During their move, if a Seeker Scout began in, ended in, or passed within 10 feet of a target, they can attempt a Driving Skill Test versus a single target's Toughness. On a success, the target's Movement next turn is reduced to 0. This can only be used on targets that are currently on the ground.

ATTACKS

Flyby (Driving): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Mini-Laser (Targeting): +d4, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

Unarmed Strike (Finesse): +d2, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1)
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Stun

GEAR

Weapons: Mini-Laser (Sidearm Laser Projectile)

HANGUPS

Live to Spy Another Day!: Scouts are built for reconnaissance, not combat, so when the going gets tough, the scouts get going—as far away as possible. All Intimidation rolls against a Seeker Scout are made with ↑1. Additionally, if the roll exceeds the scout's Willpower by 10, they immediately flee the battle, never to return.

Decepticon Sniper

Using stealth and staying a safe distance away from enemies, Decepticon Snipers focus on precision and accuracy. Their job is to hit their mark and then move to the next location.

DECEPTICON SNIPER

THREAT LEVEL: 7

SIZE: Large/Long **HEALTH:** 7

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Ground/20 ft Aerial (Alt-Mode)

STRENGTH: 4 **SPEED:** 10
SMARTS: 4 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 20
WILLPOWER: 14 **CLEVERNESS:** 12

SKILLS

- Alertness (Perception) +d6
- Athletics +d4
- Deception +d4
- Driving +d4
- Infiltration +d4
- Initiative +d2
- Might +d4
- Targeting (Sniper) +d8
- Languages: Cybertronian, 1 local language

PERKS

Alt Mode: A Decepticon Sniper's Alt Mode varies widely but typically allows a large barrel to fit into their design. This could be anything from a car muffler to the engine of a jet form they've chosen. A Decepticon Spy can convert between Bot Mode and Alt Mode as a Standard action.

Sharpshooter's Grace: A Decepticon Sniper's aim is near perfect with ranged weaponry. They do not suffer a Snag when making a ranged attack outside a weapon's normal Range and gain ↑2 on ranged Attacks made at targets farther than 30 feet away.

ATTACKS

Cover Grenade (Athletics): +d4, Range 20ft/50ft (Grants Cover)

- **Alternate Effects:** 1 Stun Damage (↓2)
- **Hands:** 1
- **Traits:** Area of Effect (20ft), Consumable, Silent

Long Range Rifle (Targeting): +d8*, Range 150ft/600ft/min. 30ft (1 Sharp Damage)

- **Alternate Effects:** 2 Sharp Damage (↓1), 3 Sharp Damage (↓3)
- **Hands:** 2
- **Traits:** Ballistic, Mounted, Reload, Sniper

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

GEAR

Weapons: Long Range Rifle (Medium Projectile)

Other: Cover Grenade x2

Decepticon Soldier

The general Decepticon soldier won't necessarily have Energon weaponry at their disposal, but that doesn't make them less dangerous. They work well together and are trained to function as one even while battling individually.

DECEPTICON SOLDIER

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 2

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Ground (Alt-Mode)

STRENGTH: 3 **SPEED:** 2
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d4
- Conditioning x1
- Driving +d2
- Might +d4
- Streetwise +d2
- Targeting +d2
- Languages: Cybertronian, 1 local Earth language

PERKS

Alt Mode: Decepticon Soldiers tend to pick practical and plentiful Earth vehicles as their Alt Modes, like compact sedans and bicycles. A Decepticon Soldier can convert between Bot Mode and Alt Mode as a Standard action.

ATTACKS

Mini-Laser (Targeting): +d2, Range 10ft/50ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Laser, Sidearm

Ram (Driving): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

GEAR

Armor: Defense Matrix (+1 Toughness and Evasion)

Weapons: Mini-Laser (Laser Sidearm)

Such Heroic Nonsense: Decepticons And Tactics

Decepticons use tricky tactics to get what they want, but they mostly ignore the inhabitants of Earth. They liken humans to insects. As a result, their destruction of property often unintentionally puts human lives at risk. This forces the Autobots, much more aware of humanity, to split their attention between fighting their enemies and saving innocent lives. As the GM, if a combat isn't going quite as you'd like, putting some humans in danger adds depth to the scene and lets your players bring some non-combat abilities into play.

Also, there are plenty of different troop types here but some still might not fit exactly what you were looking for. With that in mind, the character creation rules can be used to make NPCs, either enemies or allies. The Decepticon threats above are archetypal, but the roles available in this book like Gunner, Modemaster, and Warrior can easily be used to make new characters. Once you've made your custom Transformers NPC, you'll need to approximate its Threat level. The easiest method is to compare your creation to existing Threats. Find a Threat with the same Essence total, or whose Defenses compare. Feel free to tweak your creation to more closely line up with the existing Threats.

Decepticon Spy

Decepticon spies are usually smaller vehicles allowing them to navigate quickly, and hopefully stealthily, through enemy territory. Spies are less focused on combat and more focused on gathering information, and they are highly likely to retreat if things get out of hand.

DECEPTICON SPY

THREAT LEVEL: 3

SIZE: Common **HEALTH:** 3

MOVEMENT: 40 ft Ground (Bot-Mode); 50 ft Ground/30 ft Aerial (Alt-Mode)

STRENGTH: 2 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 12 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 13

SKILLS

- Alertness (Perception) +d4
- Athletics +d2
- Deception +d4
- Driving +d2
- Finesse +d2
- Infiltration +d2
- Intimidation +d2
- Streetwise +d2
- Targeting +d2
- Languages: Cybertronian, 5 other local languages

PERKS

Alt Mode: Decepticon Spies blend in by turning into electronic devices, vehicles, and other objects commonly found in the neighborhood they're infiltrating. A Decepticon Spy can convert between Bot Mode and Alt Mode as a Standard action.

Always Alert: Decepticon Spies pay extra attention to their surroundings. They gain an Edge on Initiative Skill Tests, and can't be Surprised while conscious.

ATTACKS

Blaster (Targeting): +d2, Range 25ft/80ft (1 Energy Damage)

- **Hands:** 1
- **Traits:** Ballistic, Sidearm

Ram (Driving): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Finesse): +d2, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

POWERS

Trick: Decepticon Spies can look like they're going to zig, but then they zag. As a Free action, they can make a Deception Skill Test against the Willpower or Cleverness of a creature within 30ft who can see or hear them. On a success, the Decepticon Spy gains ↑1 on Skill Tests targeting that creature until the end of the Decepticon Spy's turn.

GEAR

Weapons: Blaster (Energy Sidearm Projectile)

Other: Data Recorder

UNALIGNED CYBERTRONIANS

Threats simply marked as Cybertronians are NPCs that are currently unaligned. This could be because they have not chosen a specific side or left the side they were aligned with. There is just as much a chance they ally with Autobots as work against them, and the same could be said about Decepticons. Their neutrality does not make them any less dangerous. It also doesn't mean they have no alliances, so take caution and care when encountered.

A rogue Cybertronian comes from the planet Cybertron but isn't necessarily allied in a positive way to the Autobots. They have no insignia but may come wielding any variety of weaponry. Depending on how and when they came to Earth, their Alt Mode may still be alien by human standards, and they may not have picked up an Earth language yet.

Cybertronian Brawler

A Brawler is a Cybertronian that has chosen to focus on using their body as a weapon rather than carrying one on them. Speed and force are the two things they use most while navigating this strange world, and that is all they need. They get up close and personal in combat so ranged weapons can work against them, but with speed, they can go toe to toe with Autobots or Decepticons. It's most common to find them alone, but two or three banded together for safety is not unheard of.

CYBERTRONIAN BRAWLER

THREAT LEVEL: 4

SIZE: Large/Long **HEALTH:** 4

MOVEMENT: 30 ft Ground (Bot-Mode); 40 ft Ground/40 ft Aerial/40 ft Aquatic (Alt-Mode)

STRENGTH: 4 **SPEED:** 4
SMARTS: 3 **SOCIAL:** 3

TOUGHNESS: 15 **EVASION:** 14
WILLPOWER: 13 **CLEVERNESS:** 13

SKILLS

- Alertness +d2
- Athletics +d2
- Culture +d2
- Driving +d2
- Initiative +d4
- Intimidation +d2
- Might +d4
- Streetwise (Pit Gossip) +d4
- Targeting +d2
- Technology +d2
- Languages: Cybertronian

PERKS

Alt Mode: A Cybertronian Brawler's Alt Mode varies across the board because they don't have a single form or skill set they've focused on yet. A Cybertronian Brawler can convert between Bot Mode and Alt Mode as a Standard action.

Fast: Cybertronian Brawlers are incredibly quick. They gain ↑2 to Initiative Skill Tests, and increase one of their Movement Types by 10 feet.

ATTACKS

Directed Element Rifle (Targeting): +d2, Range 30ft/75ft (1 Element Damage)

- **Hands:** 2
- **Requirements:** Bot-Mode Only, Technology d2
- **Traits:** Computerized, Element (Chosen at Creation)

Ram (Driving): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

GEAR

Armor: Light Reinforcement (+1 Toughness)

Weapons: Directed Element Rifle (Medium Projectile)

HANGUPS

Civilian: This member of society may have been dragged into this fight, but they are no soldier and won't snuff their spark for anyone's cause. Anytime they suffer non-Stun Damage roll a d4. If the total is more than their current Health, they surrender, try to escape, and are de facto Defeated.

Cybertronian Trader

One of the ways Cybertronians have their neutrality respected is by establishing their commercial importance. By plying their unique set of skills, they provide a service to Autobots and Decepticons alike that makes them too valuable to harm.

Heat Seeker Drone

Heat Seekers are one of the most simplistic Cybertronian drones in existence and were easy for Wheeljack to produce out of the less sophisticated materials found on earth. His design has become so popular that Autobot and Decepticon alike employ them as standard, automated defense systems. Propelled by miniature anti-gravity engines and hovering just a few feet above the ground, Heat Seekers chase down intruders and would-be spies and thieves, blasting them with their dual-mounted mini-lasers. Heat Seekers operate on basic security programs and are not very intelligent. Their goal is to discourage interlopers and nothing more.

CYBERTRONIAN TRADER

THREAT LEVEL: 3

SIZE: Large/Long **HEALTH:** 3

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Ground/30 ft Aerial (Alt-Mode)

STRENGTH: 2 **SPEED:** 2
SMARTS: 3 **SOCIAL:** 5

TOUGHNESS: 12 **EVASION:** 12
WILLPOWER: 13 **CLEVERNESS:** 15

SKILLS

- Alertness (Insight) +d2
- Brawn +d2
- Culture +d2
- Deception +d2
- Driving +d4
- Might +d2
- Persuasion +d4
- Streetwise +d4
- Languages: Cybertronian, 4 other languages

PERKS

Alt Mode: A Cybertronian Trader's Alt Mode puts style far ahead of substance, choosing fabulously impractical vehicles like a hover limousine, or the beast shape of a recently extinct animal. A Cybertronian Trader can convert between Bot Mode and Alt Mode as a Standard action.

Eye for Value: Alertness Skill Tests to determine an object's worth, value, or veracity are made with ↑2.

Hasty Escape: Cybertronian Traders don't stick around after a deal goes bad. If a Cybertronian Trader uses their Move action and Standard action on Movement, their Movement Rating triples until the end of their turn.

ATTACKS

Close Combat Bludgeon (Might): +d2, Reach (1 Blunt Damage)

- **Hands**: 1
- **Requirements:** Bot-Mode Only
- **Traits:** Silent

Ram (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Trip
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Unarmed Combat (Might): +d2, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0
- **Requirements:** Bot-Mode Only

GEAR

Weapons: Close Combat Bludgeon (Sidearm Melee)

Other: Various Artisan and Trade Goods

HANGUPS

Civilian: This member of society may have been dragged into this fight, but they are no soldier and won't snuff their spark for anyone's cause. Anytime they suffer non-Stun Damage roll a d4. If the total is more than their current Health, they surrender, try to escape, and are de facto Defeated.

HEAT SEEKER DRONE

THREAT LEVEL: 0

SIZE: Small **HEALTH:** 1

MOVEMENT: 30 ft Ground

STRENGTH: 1 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 11 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Athletics +d2
- Driving +d2
- Targeting (Mini-Laser) +d2
- Languages: Cybertronian

PERKS

Right on Target: The Heat Seeker gains Edge on attack rolls if its target was previously hit by another Heat Seeker that turn.

Thermographic Imaging: By using their specialized vision, Heat Seekers gain Edge on Alertness rolls to notice targets that generate heat.

ATTACKS

Mini-Laser (Targeting): +d2*, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

POWERS

Hunter Chaser (1/scene, Free): The Heat Seeker moves an additional 30 feet. Heat Seekers only use this to chase down their target, not to escape.

HANGUPS

Cold Blindness: Heat Seekers only see heat, which means a target generating none is utterly invisible to them. They automatically fail Alertness checks to notice a target that produces no heat.

HUMAN THREATS AND NPCS

While not always an immediate Threat, Humans can cause trouble for Cybertronians, especially if they are working for agencies set on ridding Earth of their presence. Some humans are simply caught off guard to the existing of Cybertronians at all, and their fear alone can lead to a situation in which they may act out against the unknown beings.

Human Civilian

There never is a good time to run into an inquisitive or troublesome earthling that crosses paths with a robotic alien from another world!

HUMAN CIVILIAN

THREAT LEVEL: 0

SIZE: Common **HEALTH:** 1

MOVEMENT: 30 ft Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 2 **SOCIAL:** 2

TOUGHNESS: 11 **EVASION:** 11
WILLPOWER: 12 **CLEVERNESS:** 12

SKILLS

- Alertness +d4
- Athletics +d2
- Driving +d2
- Persuasion +d2
- Streetwise +d2
- Languages: 2 local languages

PERKS

Call For Help: This human is more likely to use their action whenever possible to try and call for some kind of help. This can come in the form of emergency services, the police, or perhaps a media reporting outlet, and requires a successful **DIF12 Persuasion Skill Test**.

ATTACKS

Unarmed Combat (Finesse): Unskilled, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

GEAR

Other: Personal Effects worth a d2 Wealth bonus, Smartphone

HANGUPS

Non-Combatant: This person isn't about to get hurt or killed if they can help it. Anytime they are targeted by an attack, roll a d2. If the total is more than their current Health, they surrender, try to escape, and are de facto Defeated.

Human Military Pilot

Military pilots have all of the basic training of a soldier and know how to drive and operate any type of vehicle, but their Specialization will differ on whether they are trained for ground, sea, or air combat. .

HUMAN MILITARY PILOT

THREAT LEVEL: 2

SIZE: Common **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 2 **SPEED:** 5
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 12 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Athletics +d2
- Conditioning x1
- Driving (Land Vehicles OR Aquatic Vehicles OR Aerial Vehicles) +d2*
- Finesse +d2
- Persuasion +d2
- Survival +d2
- Targeting +d4
- Languages: 2 local languages

PERKS

Squad Training: Human Military Pilots can Lend Assistance to another Human Soldier within 10 feet as a Free Action.

ATTACKS

Anti-Armor Rifle (Targeting): +d4, Range 80ft/200ft (1 Sharp Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Ballistic, Reload

HUMAN SCIENTIST

THREAT LEVEL: 0

SIZE: Common **HEALTH:** 1

MOVEMENT: 30 ft Ground

STRENGTH: 1 **SPEED:** 1
SMARTS: 3 **SOCIAL:** 1

TOUGHNESS: 11 **EVASION:** 11
WILLPOWER: 13 **CLEVERNESS:** 11

SKILLS

- Athletics +d2
- Driving +d2
- Persuasion +d2
- Science +d4
- Technology +d2
- Languages: 4 local languages

PERKS

Dedicated Scholar: This human has dedicated their life to higher learning and academia. They always roll Science and Technology Skill Tests as if Specialized.

ATTACKS

Special Device (Technology): +d2*, Range 10ft/30ft (1 Element Damage)

- **Hands:** 2
- **Traits:** Computerized, Element (Chosen at Creation)

Unarmed Combat (Finesse): Unskilled, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1), Maneuver (↓1)
- **Hands**: 0

GEAR

Other: Scientific Equipment, Personal Effects worth a d6 Wealth bonus, Special Device (Special Projectile)

HANGUPS

Non-Combatant: This person isn't about to get hurt or killed if they can help it. Anytime they are targeted by an attack, roll a d2. If the total is more than their current Health, they surrender, try to escape, and are de facto Defeated.

Human Scientist

Often interacting with Cybertronians in order to experiment and interact with their technology, hopefully using it to help mankind.

Human Soldier

Many human governments employ professional soldiers that might have a cause to stand against a Cybertronian threat.

HUMAN SOLDIER

THREAT LEVEL: 1

SIZE: Common **HEALTH:** 2

MOVEMENT: 30 ft Ground

STRENGTH: 2 **SPEED:** 3
SMARTS: 2 **SOCIAL:** 1

TOUGHNESS: 13 **EVASION:** 13
WILLPOWER: 12 **CLEVERNESS:** 11

SKILLS

- Alertness +d2
- Athletics +d2
- Conditioning x1
- Finesse +d2
- Persuasion +d2
- Survival +d2
- Targeting +d4
- Languages: 2 local languages

PERKS

Squad Training: Human Soldiers can Lend Assistance to another Human Soldier within 10 feet as a Free Action.

ATTACKS

Anti-Armor Rifle (Targeting): +d4, Range 80ft/200ft (1 Sharp Damage)

- **Alternate Effects:** Multiple Attacks (2, ↓1)
- **Hands:** 2
- **Traits:** Anti-Tank, Ballistic, Reload

GEAR

Weapons: Anti-Armor Rifle

Battledress: Level III Body Armor (+1 Toughness)

VEHICLE THREATS

While most vehicular Threats on Earth come in the form of military vehicles from the world's governments, civilian vehicles can certainly get in the way of a mission's success.

Armored Tank

The Armored Tank has reinforced plating, designed specifically with Cybertronian weaponry in mind, just in case of a sudden threat. It combines speed and resilience, taking a beating as it roars across the battlefield.

ARMORED TANK

THREAT LEVEL: 5

SIZE: Large **HEALTH:** 6

MOVEMENT: 60 ft ground

STRENGTH: 7 **SPEED:** 3
SMARTS: — **SOCIAL:** —

TOUGHNESS: 20 **EVASION:** 13
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Might: +d4
- Intimidation: +d4
- Brawn: +d6
- Initiative: +d6

PERKS

Crew: 1 driver, 3 passengers (1 gunner: 90mm Twin Cannons)

Hardpoint Weapons: 90mm Twin Cannons

Firepoints: 2 - The passengers riding the passenger platform can attack with one-handed weapons.

Defenses: Heavy Plating (+3 plating to Toughness)

Traits: Land, vehicle

Land: The Armored Tank is a land vehicle.

Vehicle: As a vehicle, the Armored Tank is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology check.

ATTACKS

90mm Twin Cannons (Targeting): Gunner's Targeting Skill, Range 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)

Traits: Anti-Tank, Linked, Reload

Upgrades: Ammo Belt

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits**: Blunt, Drive-By

Combat Jeep

This four wheel drive jeep is equipped with missile launchers and a ram bar for ranged and up-close offensive maneuvers.

Combat Jet

The Combat Jet excels at airborne offenses, knocking enemy aircrafts out of the sky with its suite of missiles.

COMBAT JEEP

THREAT LEVEL: 5

SIZE: Large **HEALTH:** 6

MOVEMENT: 60 ft Ground

STRENGTH: 2 **SPEED:** 8
SMARTS: — **SOCIAL:** —

TOUGHNESS: 12 **EVASION:** 18
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Might +d2
- Brawn +d2
- Acrobatics +d6
- Infiltration +d4
- Targeting (Rocket Launcher) +d6*

PERKS

Crew: 1 driver, 3 passengers (1 gunner: 70mm Automatic Launcher)

Hardpoint Weapons: 70mm Automatic Launcher

Firepoints: 4 - The driver and the passengers can all attack. The driver and any passengers standing on the fender flares may only use 1-handed weapons, but the passenger in the passenger seat can use any weapon.

Traits: Land, vehicle

Elusive: As long as the Combat Jeep moves 30 ft in a round, it uses Evasion for defense.

Four Wheel Suspension: The Combat Jeep's suspension allows the driver to driver more daringly. It uses Acrobatics for Initiative.

Land: The Combat Jeep is a land vehicle.

Vehicle: As a vehicle,the Combat Jeep is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damages can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS

Rocket Launcher (Targeting): Gunner's Targeting Skill, Range 200ft; min 30ft (1 Sharp Damage, Blast: 20ft radius)

Traits: Anti-Tank, Linked, Reload

Upgrades: Ammo Belt, Weatherproof

Ram (Might): +d2 or driver's Driving Skill, Reach (Toughness, 2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits**: Blunt, Drive-By

COMBAT JET

THREAT LEVEL: 10

SIZE: Extended II **HEALTH:** 11

MOVEMENT: 105 ft air

STRENGTH: 6 **SPEED:** 14
SMARTS: — **SOCIAL:** —

TOUGHNESS: 16 **EVASION:** 27
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Might: +d6
- Brawn: +d6
- Acrobatics: +d6
- Driving (Autopilot): +d8*
- Initiative: +d8
- Targeting: +d8
- Alertness: +d6

PERKS

Crew: 2 drivers

Weapon Systems: Gatling Gun, Sidewinder Missiles x2, Sparrow Missiles x2, Phoenix Missiles x2

Firepoints: 0

Defenses: Ricochet Shields (+3 computerized to Evasion)

Traits: Air, Autopilot, Computerized (navigation), Sensors, Take Off (105 ft),

Autopilot: As long as the Combat Jet has 1 driver, it operates at full capacity. If this vehicle has a full complement of drivers, a driver can use a free action to have the autopilot lend assistance on a Driving skill test.

Computerized (Navigation): The Combat Jet's crew can use a free action to have the computers lend assistance on travel, geography, and mapping related skill tests. The Combat Jet's computers are susceptible to effects that affect computers, such as the Electromagnetic element.

Hard Target: The Combat Jet is all about speed. As long as the Combat Jet is in flight, ranged attacks target its Evasion defense.

Sensors: The Combat Jet can invest ranks into the Alertness skill, even without a Smarts Essence score.

Take Off: The Combat Jet needs to move 90 ft in a straight line on the ground in order to use its air movement. It's ground movement is 30 ft.

Vehicle: As a vehicle, the Combat Jet is a sophisticated piece of equipment that requires at least one driver to operate. Without a driver, it's Threat Level is 0, and all attacks target its Toughness. It has no Willpower or Cleverness. Effects that affect a target's Willpower or Cleverness only affect it if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology check.

ATTACKS

Heavy Machine Gun (Targeting): +d8 or driver's Driving Skill, Range 100ft/400ft; min 10ft (2 Sharp Damage)

- **Alternate Effects:** 1 Sharp Damage Multiple Targets (30ft cone, ↓3)

Traits: Anti-Tank, Ballistic, Fire, Linked, Mounted, Reload, Targeting System

- **Upgrades:** Ammo Feeder, Broiler

Sidewinder Missile (Targeting): +d8 or driver's Driving Skill, Range 1000ft (2 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 3 Sharp Damage, Blast: 20ft radius (↓1)

Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System

- **Upgrades:** Deadly

Sparrow Missile (Targeting): +d8 or driver's Driving Skill, Range 1500ft (1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)

Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System

- **Upgrades:** Smart Scope

Phoenix Missile (Targeting): +d8 or driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 1 Sharp Damage, Blast: 20ft radius (↑1)

Traits: Anti-Tank, Fire, Computerized, Consumable, Mounted, Targeting System

- **Upgrades:** Broiler

Flyby (Might): +d6 or driver's Driving Skill, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits**: Blunt, Drive-By

Compact Car

Compact Cars are a common sight on city streets, making up approximately 35% of civilian vehicles on the road.

COMPACT CAR

THREAT LEVEL: 1

SIZE: Long **HEALTH:** 1

MOVEMENT: 45 ft Ground

STRENGTH: 2 **SPEED:** 2
SMARTS: — **SOCIAL:** —

TOUGHNESS: 12 **EVASION:** 12
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Might +d4
- Initiative +d4

PERKS:

Crew: 1 driver, 3 passengers

Firepoints: 3 - Passengers can attack with any handheld weapon.

Traits: Land, vehicle

Land: The Compact Car is a land vehicle.

Vehicle: As a vehicle, the Compact Car is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

Military Helicopter

This high speed, VTOL military aircraft seats a pilot and two passengers and is used for both reconnaissance and short hops from a home base. Equipped with a weapons system, anyone piloting it is ready for potential combat.

MILITARY HELICOPTER

THREAT LEVEL: 5

SIZE: Long **HEALTH:** 6

MOVEMENT: 90 ft air

STRENGTH: 3 **SPEED:** 8
SMARTS: — **SOCIAL:** —

TOUGHNESS: 13 **EVASION:** 18
WILLPOWER: — **CLEVERNESS:** —

SKILLS

- Might: +d2
- Brawn: +d4
- Acrobatics (Flyby): +d6*
- Infiltration: +d4
- Initiative: +d4
- Alertness: +d4

PERKS

Crew: 1 driver, 2 passengers

Weapon Systems: *Twin 20mm Machine Guns* (heavy machine gun), air-to-surface missiles (x2)

Firepoints: 2 - Passengers can fire one handed weapons while riding on the Military Helicopter's landing skids.

Traits: Air, Sensors, Vehicle, VTOL

Air: The Military Helicopter is an air vehicle.

Sensors: This vehicle can invest ranks into the Alertness skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Military Helicopter is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to mind affecting effects and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology check.

VTOL: The Military Helicopter is a VTOL (Vertical Take-Off and Landing). It does not need a runway or airstrip to take off or land.

ATTACKS

Twin 20mm Heavy Machine Guns (Driving): driver's Driving Skill, Range 40ft/160ft; min 10ft (1 Sharp Damage)

- **Alternate Effects:** 2 Damage (↓1) or 1 Damage Multiple (2) Targets (30ft line, ↓1)
- **Traits:** Ballistic, Linked, Reload
- **Upgrades:** Ammo Feeder

Air-to-Surface Missile, Missile (Driving): driver's Driving Skill, Range 1000ft (1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 2 Sharp Damage, Blast: 20ft radius (↓1)
- **Traits:** Anti-Tank, Computerized, Consumable, Mounted

Flyby (Might): +d2 or driver's Driving Skill, Reach (2 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits**: Blunt, Drive-By

POWERS

Evasive Maneuvers (free): The Military Helicopter was built for maneuverability. The driver can half the speed of the Military Helicopter to force attacks to target its Evasion defense until the beginning of its next turn.

Mini Sub

Designed for short-term use and used by both military and extremist forces, the Mini Sub carries a crew of up to 8 people. They have no on-board living accommodations and typically work in-tandem with surface mother ships, which provide living accommodation for the crew between short trips and missions.

MINI SUB

THREAT LEVEL: 9

SIZE: Extended **HEALTH:** 9

MOVEMENT: 90 ft Aquatic

STRENGTH: 9 **SPEED:** 8
SMARTS: — **SOCIAL:** —

TOUGHNESS: 21 **EVASION:** 18
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Alertness +d4
- Brawn +d6
- Driving +d6
- Infiltration +d2
- Initiative +d4
- Intimidation +d6
- Might +d6
- Targeting +d6

PERKS:

Crew: 2 drivers, 6 passengers

Hardpoint Weapons: 75 pound depth charges x6.

Defenses: Medium Plating (+2 Plating to Toughness)

Traits: Sea, Sensors, Vehicle

Sea: The Mini Sub is a sea vehicle.

Sensors: The Mini Sub can invest ranks into the Alertness Skill, even without a Smarts Essence score.

Vehicle: As a vehicle, the Mini Sub is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

75 Pound Depth Charge (Targeting): +d6 or driver's Driving Skill, Range 1000ft
(1 Sharp Damage, Blast: 50ft radius)

- **Alternate Effects:** 2 Sharp Damage (Blast: 20 ft radius, ↓1)

Traits: Anti-Tank, Computerized, Consumable, Mounted, Targeting System

- **Upgrades:** Waterproof

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

Motorcycle

Motorcycles make civilian travel easy, quick, and affordable, although they provide the driver with little protection against the elements or other vehicles on the road.

MOTORCYCLE

THREAT LEVEL: 1

SIZE: Long **HEALTH:** 1

MOVEMENT: 45 ft Ground

STRENGTH: 1 **SPEED:** 3
SMARTS: — **SOCIAL:** —

TOUGHNESS: 11 **EVASION:** 13
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Might +d2
- Initiative +d6

PERKS:

Crew: 1 driver, 1 passenger

Firepoints: 1 - The passenger can attack with any handheld weapon.

Traits: Land, vehicle

Land: The Motorcycle is a land vehicle.

Vehicle: As a vehicle, the Motorcycle is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d2 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

POWERS:

Responsive: Between the light frame, sensitive control system and the exposed driver, Motorcycles react well to the driver's survival instinct. The Motorcycle can use the driver's Evasion against attacks instead of its own.

Pickup Truck

Pickup Trucks have large cabins suited to hold creatures up to ten feet tall, as well as open beds meant for hauling cargo, moving large items, or more seldom, transporting people, animals, or a smaller Cybertronian.

PICKUP TRUCK

THREAT LEVEL: 2

SIZE: Long **HEALTH:** 2

MOVEMENT: 45 ft Ground

STRENGTH: 4 **SPEED:** 2
SMARTS: — **SOCIAL:** —

TOUGHNESS: 14 **EVASION:** 13
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Brawn +4
- Might +d4
- Initiative +d4

PERKS:

Crew: 1 driver, 2 passengers (plus added capacity of up to 4 Common sized creatures in the truck bed)

Firepoints: 2 - Passengers in the cabin can attack with any handheld weapon. Passengers in the truck bed can attack with any weapon.

Traits: Land, vehicle

Land: The Pickup Truck is a land vehicle.

Vehicle: As a vehicle, the Pickup Truck is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

Race Car

Compact Cars are a common sight on city streets, making up approximately 35% of civilian vehicles on the road.

RACE CAR

THREAT LEVEL: 4

SIZE: Long **HEALTH:** 1

MOVEMENT: 45 ft Ground

STRENGTH: 2 **SPEED:** 10
SMARTS: — **SOCIAL:** —

TOUGHNESS: 12 **EVASION:** 22
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Acrobatics (Racing) +d8*
- Initiative +d10
- Might +d4

PERKS:

Crew: 1 driver, 1 passenger

Firepoints: 1 - Passengers can attack with any handheld weapon.

Traits: Land, vehicle

Land: The Race Car is a land vehicle.

Vehicle: As a vehicle, the Race Car is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

Speed Boat

Gliding at great speed across the water, Speed Boats can be used on freshwater lakes, large rivers, and in the ocean alike. Powered by an outboard engine, the Speed Boat is 45 feet in length and primarily open-air, with an enclosed cabin in the bow of the boat.

SPEED BOAT

THREAT LEVEL: 3

SIZE: Long **HEALTH:** 2

MOVEMENT: 90 ft Aquatic

STRENGTH: 3 **SPEED:** 5
SMARTS: — **SOCIAL:** —

TOUGHNESS: 13 **EVASION:** 15
WILLPOWER: — **CLEVERNESS:** —

SKILLS:

- Acrobatics +d2
- Brawn +d2
- Might +d4
- Infiltration +d2
- Initiative +d6

PERKS:

Crew: 1 driver, 5 passengers

Firepoints: 4 - Passengers can attack with any handheld weapon.

Traits: Sea, Vehicle

Sea: The Speed Boat is a sea vehicle.

Vehicle: As a vehicle, the Speed Boat is a sophisticated piece of equipment that requires at least one Driver to operate. Without a driver, it is considered a Threat level 0 object, and all attacks target its Toughness. Effects that affect a target's Willpower or Cleverness only affect this vehicle if it has a driver, in which case they target the driver's Willpower or Cleverness. It is immune to Conditions and effects that exclusively affect the living, like poison, but is susceptible to effects that affect machines, such as Anti-Tank weapons. Vehicle damage can be fixed with a Standard engineering kit and a Technology Skill Test.

ATTACKS:

Ram (Might): +d4 or driver's Driving Skill, Reach (Toughness, 1 Blunt Damage)

- **Alternate Effects:** Trip
- **Traits:** Blunt, Drive-By

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RUNNING AN ADVENTURE

In the **Transformers Roleplaying Game**, the Game Master runs Missions (also called adventures) for their player's Transformers characters, each encapsulating a tale of heroics. These can be stand alone missions, like episodes of a series, possibly even featuring different PCs each time. They can be run in succession, like snapshots of the PCs' greatest hits, with threads and subplots creating an overarching narrative. They can even be run as a single ongoing campaign, with downtime between missions played out to develop the characters and their relationships.

Whether you are running a prewritten published Mission, like *Troubled Waters*, found later in this chapter, or creating a story of your own, there are some important factors you will want to consider before beginning:

1. **Read the Core Rulebook**: As the GM, it is important that you know the rules of the game. While the main job of the GM is to be a storyteller, you are also the game's referee. If a player wants their character to do something, you must be able to make a judgment call as to whether it falls within the scope of the rules of the game. Of course, fun should always outrank strict rules, and as the GM, you may determine that allowing a fantastic out-of-the-box idea is much better than pigeon-holing a character's actions to the strict rules, and that is perfectly ok! However, a basic understanding of those rules will help you make that determination, so a thorough read of this book is important. The three most important parts of the rules that a GM must know are how combat works, action resolution (how Skill Tests work), and while you don't need to memorize them all, an understanding of the Roles and their Perks. If the player tries to bite a Viper, what happens? If the player tries to open a door, what happens? If the player tries to sidle across a ledge, what happens? Knowing how to resolve these situations automatically will allow for smooth and fun gameplay without the interruption of looking up the rules.

2. **Prepare**: If you are using a pre-written Adventure (sometimes referred to as a "module" or "Mission"), read through it entirely, so you will have a good understanding of all of its sections, including the various Threats and options your players will come across. This is important so that if your players decide to do something outside of the given story or decide to go to a location that isn't in the Adventure, you will have the knowledge of how to roleplay the NPCs to get them back to where the action is. The Adventure Breakdown, below, will help you learn the different ways information is presented in an Adventure. Telling the story of the Adventure comes down to communicating details, and in order to do so, you have to know those details.

3. **Adjust**: It is important to look at the Adventure's recommended character levels and adjust for your group of players and the overall campaign that you are running. Modifying the Mission to have lower level Threats for novice players or adjusting motivations of NPCs to fit into your overarching story is a great way to create a custom and engaging game for your players. One of the main goals of a GM is to create a rich world in which PCs can explore and interact. This book provides many resources to keep you equipped as a GM: sample Threats, descriptions of locations your players may visit, and information on the history of Cybertron, the Autobots, and its enemies, the Decepticons, as well as a universe of other Threats and conflicts. Once you get used to adjusting Adventures for your players, you will start to become comfortable making them your own, changing Threats or even adding your own continuing story hooks and plots for future sessions.

4. **Session 0**: Gather your players, whether in person or virtually, for a quick pre-Adventure session. This is a good time to discuss what kind of game you all want to play (see Step 5: Make It Your Own), what limits you want in place, and to guide them through making their characters. For experienced players, you may not need to have much oversight, but you will want to review their final choices to make sure they are done correctly as well as to make any further adjustments to the story like you did in Step 3. Often, a player's character choice will inspire a side quest or fun backstory in a mission, and it makes players feel more engaged and involved when a Mission applies to their character's motivations.

Session 0 is also a perfect time to talk to your players about comfort levels and safety tools, including "lines and veils." Lines and veils is a term that is used to cover sensitive topics or situations that players don't feel comfortable having in their game. A player may have a serious phobia of spiders, is an example of a line, so knowing this ahead of time will allow you to adjust any Adventures that may have a spider in them to a different type of Threat. For a veil, think of it as a fade to black scene in a TV or movie, where something may happen but it doesn't need to be detailed or played out.

There are many other safety tools available online – check them out and discuss with your players and decide the best one for your group. Be sure that the whole group understands and respects that safety tools aren't a joke. Like a fire extinguisher, they're critical to have even if you never have to use them.

5. **Make It Your Own**: Transformers is a setting that means different things to different fans. Players who grew up with the original animated series show may over-the-top doomsday devices and bombastic bad guys, while players who read the comic books may want grittier scenarios and deep lore. A discussion setting expectations should be had in your Session 0, but ultimately, it is up to you as the GM to decide the type of story you will tell. Even while running a pre-written Adventure, you can easily scale how silly or dark the story will be played out. Want a game full of laughter and cheesy one-liners? Go for it! Want a game full of mystery and frightening outcomes? You can do that, too.

6. **Have Fun:** The rules of the game are what makes the "game" part of roleplaying games work. However, if a story and all the action is being held up by a rule? Just go with what you feel works best. Remember, you are the referee and storyteller here! The object of playing a game is to have fun. That being said, it is important to remember that while as the GM, you are playing the role of the team's adversaries, you are not and should not be "against" your players in any way. This is not a game of players vs. game master. RPGs are cooperative storytelling games, and that includes everyone. While the GM provides conflicts for the players to overcome to make the game exciting, there are no "winners" in these games. The way to win is to have a great time!

Adventure Balance

Some play groups prefer an action-packed, combat-heavy game. There are many players who like the intrigue and exploration of figuring out clues and secret motives of those they are fighting against. Of course, the word "roleplaying" in the game refers to taking on a role and interacting with others, in character, to accomplish tasks. These three concepts are key in any Adventure, and are commonly referred to as the three "pillars" or "aspects" of play:

Combat: Any scenario in which the characters must fight their way out of a situation with physical conflict is combat. Resolved in turns with Initiative dictating the order of play, combat is where characters use their wits, their weapons, and their guile to take down Threats.

Exploration: When characters must explore and investigate their surroundings, whether outside in a natural environment or indoors searching through files, it is exploration. Players decide to visit a location and what they intend to do there, and the GM presents them with options, clues, and results of their choices. If players are tasked with finding an underground vault, the journey and all obstacles they meet along the way is all part of exploration. Exploration also includes activities found outside the book, such as puzzles, riddles, and other kinds of challenges that work players' and characters' brains.

Social Interaction: Conversations, interrogations, diplomacy, and even stopping at a nearby gas station for directions are all social interaction. Any time a character must talk to another person, whether it is a teammate or an NPC, they are playing the role of their character, gaining valuable information or accomplishing tasks for their goal.

A well-designed Adventure that keeps players engaged and having fun will include all three of these aspects of game play in some way. They often overlap in different combinations, and some Adventures may lean heavily on one over another. To keep the interest of all types of players, it is best to encourage them to participate in all three, as well as include them when thinking about your own Adventures you want to run.

Adventure Breakdown

Essence20 Roleplaying System Adventures have a specific format that can be followed to find the information you need. Here are the basics:

Text for the GM's eyes only will be written like this and is not meant to be shared with players. This is information for you to know in case you need to describe an area, reveal a Threat, unveil a clue, or have any other knowledge on hand in case your players ask a question about the scene. These are things for the characters to discover on their own, through exploration or social interaction, using their Skill Tests as they see fit.

Text for the GM to describe to the players (verbatim, if you wish) will be written like this and placed in this type of box.

Italicized text like this is something an NPC might say in the scenario, which you may read aloud in character, if you choose to.

Area Descriptions

Area Descriptions give basic highlights of the location in the Adventure. This may include lighting, flooring, and key points of interest in the room. These are also not meant to be read aloud, but instead, revealed as characters explore the area. If a character makes an Alertness Skill Test to look around a room, it is then that the GM will decide, based on the results of the roll, what that character discovers.

NPCs and Stat Blocks

Key NPCs will always be **bolded** in the text. This signifies that the NPC will have a stat block available that the GM can use to learn how to play that character. If the NPC is a friend or someone who is willing to discuss information, a good look at their Social-based Skills will help you roleplay the character. If the NPC is a Threat, most of the important Stat Block information will be what they do in combat. Stat Blocks for Adventure-specific NPCs are often found either in the part of the Mission where they show up or in the appendix of the Adventure, all condensed together. For common Threats or canon NPCs that show up in many Adventure, Stat Blocks can be found in the **Threats Chapter**, beginning on page 188 of this book.

Rewards

The end of a Adventure often lists what the characters get out of it. Since Autobots don't adventure for treasure, the only items listed as rewards would be Energon stores, equipment prototypes, blueprints that they capture and can requisition for future Adventures, and other such items. Otherwise, the Rewards section mentions how much it advances characters to the next level. The sample *Troubled Waters*, rewards players with a whole level for their characters. Generally, a Mission of its size would reward ¼ of a level. Longer or more challenging missions can reward ½ a level or rarely a whole level, but never more than 1 level.

Gaming Terms: Campaign vs. Session vs. Part vs. Scene

Campaign: A campaign is your complete storyline from the beginning, when your players' characters all first meet (or get together for the first time) to the final session that they play in, concluding the overarching story. A campaign can last just a few play sessions to many years of weekly playing, depending on the story and the group playing it. Many GMs string together various adventures to make a very long campaign, fitting everything inside an intricate storyline. Like the Transformers comic book, with interconnected stories released over years, there are many issues with small, encapsulated objectives and stories, but the entire series is the campaign.

Session: A session is the commonly used word to describe a full play session with a group of players. Some players only have time for a one-hour session during lunch at school or work. Some groups will play for an entire day. There are 3-4 hour sessions at conventions, and everything in between. It doesn't matter how long a session lasts, but for the play for the day, it is defined as a session.

Part: A part is a segment of an Adventure. Parts sometimes have a designation of how long they take to play on average, so a GM and their players can plan for the length of their play session for the day. You may only be able to play for a part or two in a shorter session, but since Adventures are broken up into segments like this, it is easy to continue where you left off in your next session. Often, parts can be played in non-linear order, allowing a group to decide where to go next and giving the GM tools for an Adventure in case the players stumble upon it. Sometimes parts are skipped over altogether if a group chooses a different path to their goal. Parts are filled with various things for the players to do and hurdles for them to overcome, which are called scenes.

Scene: A scene is usually an event, person or group, place, or thing that the players come across and must interact with during an Adventure. A soldier confronting the Autobots in front of a secured building, an investigation of an underground cavern, or a fight with the Decepticons all make up scenes, and players resolve them through combat, exploration, or roleplaying – often even a combination of these things. A series of scenes in one area or story within the overall campaign that all go together generally make up an Adventure, with the end of that series a good place to stop and move on to the next one.

TROUBLED WATERS

"Be kind to bad and good, for you don't know your own heart."

— Sarah Winnemucca

This adventure is designed for three to five 1st level characters and is an ideal starting point for adventuring in the world of Transformers. It takes place across southern Nevada, starting in the River Mountains and ending at Hoover Dam.

Preparing the Game

To prepare for this adventure, the GM (and ONLY the GM!) should read this adventure in its entirety. Sometimes clever players come up with interesting solutions, and understanding the adventure ahead of time better helps you (and your players) stay on track.

Overview:

Troubled Waters takes place in 3 Parts.

Part 1: A squadron of Autobots is summoned to meet Optimus Prime and his Lieutenant, Jazz. Unfortunately, one of the Autobots' crucial Energon sensor arrays is offline, and a brave team of eager bots is needed to resolve the issue. Jazz guides the team, alert for any danger.

Objectives: Investigate and reinstate the Energon Sensor Array.

Part 2: The Autobots discover a powerful Energon reading coming from the southeast. Jazz sends the team to investigate while he studies the Decepticon Override Device. However, when the Autobots arrive, they spy a badly damaged bridge nearby, placing the locals in danger, and Jazz orders them to protect those cool cat earthlings.

Objectives: Remove earthlings from harm's way while battling the dangerous Seekers.

Part 3: The Decepticon Seekers reveal plans to blow up the Hoover Dam, causing a flood and hopefully unleashing untold amounts of Energon for harvest. The earthling engineers ask for help from the Autobots to repair the dam, but a terrifying villain screams onto the scene.

Objectives: Help the engineers close the floodgates while battling Starscream.

Beginning the Adventure

The Autobots begin the adventure at Outpost Omega One, hidden in a missile silo deep in the River Mountains. Optimus Prime has freshly recruited the player characters and his second-in-command, Jazz, to defend earth against the evil forces of the Decepticons. As Prime expresses his gratitude to the Autobots, read or paraphrase the following:

> *"It fills me with pride to know you have chosen to guard the planet Earth. Only through peace and cooperation with the people of this world can we hope to build the home that has been lost to us. I hope that you—"*

Prime is interrupted by Jazz:

> *"I'm sorry Prime, but we've just received an alert from Teletraan 1 and something ain't right down at the old Energon Processing Facility. The Sensor Array's gone offline and we all know that ain't no kind of good business. We need someone to rock on down and see if it can't be repaired and Ratchet and Wheeljack are still out of commission in Mexico."*

Prime responds:

> *"It seems that my hopes will have to wait, Autobots. You have your first mission. Go and investigate the Processing Facility under Jazz's command and find out what's wrong. Be wary, our enemies are many and we are few. Go now."*

Part 1: The Abandoned Energon Facility

Story Objective

The Objective of Part 1 is to determine the source of the sensor array malfunction and report to Jazz.

Mountain Top Sensor Array

When the players arrive at the abandoned processing facility, they swiftly discover they can't easily approach the sensor located at the mountain's peak. While the array is visible from a distance, a force field of crackling energy bars all entry.

If there's an Analyst on the squad, before any of the following Skill Tests are made, they can make a **DIF 13 Alertness (Investigation) Skill Test** to find information and clues that can assist the rest of their team. If they're successful, each of the following tests are made with ↑1 (which can be combined with other ↑1).

DIF 12 Technology Skill Test: The force field is Cybertronian technology and suffering from Decepticon modification. There is no way to pass without disabling the device, but there doesn't appear to be a means to do so nearby.

DIF 16 Technology Skill Test: This style of force field can't pass through dense stone. It may be possible to take a detour through the mountain.

A Scientist can make the previous two Technology Skill Tests with ↑1.

DIF 14 Alertness Skill Test: The PCs can see a tight and twisting road winding up the mountainside, perhaps it leads somewhere with better access to the abandoned facility.

A Scout can make the previous **Alertness Skill Test** with ↑1.

MAP 1: RIVER MOUNTAINS PROCESSING FACILITY

If possible, allow the players to be responsible for solving their problems. However, if the characters have a run of bad luck on their Skill Tests, the GM can have Jazz give them a hint over the radio. Only do this after the players have exhausted their options and not found a way forward. When Jazz is needed to provide a path forward, read or paraphrase the following:

"Seems like y'all have encountered a problem bigger than the proverbial mountain you're standing on! I don't know a lot about force fields, but I do know this. There should be a road nearby – I'll send you the coordinates – which leads to the out processing docks. It's where they used to ship out the Energon when there was still Energon here. If you can find the docking bay, you can find a way inside the facility. Now get movin', ya bunch o' spurwheels!"

If the Autobots follow the mountain road, they eventually find themselves in a small parking lot and unloading bay **(Area A)**. Since the Autobots stopped using this facility, there has been an avalanche, and rubble litters a large portion of the parking lot. Additionally, the main garage doors to the facility have been partially obscured and damaged by the wreckage. Nearby are two sets of conveyor tracks with empty Energon cubes sitting on them (**Area B**).

As before, an Analyst can make an **Investigation Skill Test** (this time **DIF 15**) to give the following Skill Tests ↑1.

DIF 11 Technology Skill Test: The garage doors are damaged and covered by stone. While it would not be impossible to open them through a Test of Brawn (see below), it proves extremely difficult. The Energon conveyors also lead inside the facility, but they are too small to accommodate the average Autobot. However, if there is an Expedition Class Autobot on the squad, they can squeeze through easily enough.

Ask the PCs to make the following Skill Test if there is no Common size character.

DIF 11 Driving Skill Test: Although it's a tight fit, most Autobots in Alt Mode should be able to navigate the conveyor as well (Long Size Class).

GM Note: Although the Momentarily Acting Smaller rules (see **Chapter 9: Combat**) suggest larger characters can navigate smaller areas, this is always up to GM discretion, and for the purpose of this adventure, you should not allow them to do so unless every single character chose the Monolith Class Origin.

DIF 20 Brawn Skill Test: If a PC wishes to force open the main door, they can do so, but this roll does not benefit from the Analyst's assistance and suffers a ↓2. If successful, skip ahead to Security Measures.

Soft, blue-tinted emergency backup lighting outlines conveyors cluttered with empty Energon cubes. At the far end of the conveyors, they appear to be caved in as well. Above, a transparent barrier appears to overlook them. The only feasible way forward is through a code-locked door to the left.

DIF 12 Infiltration Skill Test: Success opens the door to the Security Center.

DIF 14 Brawn Skill Test: Success opens the door to the Security Center.

Once in the Security Center (**Area C**), the player character(s) are surrounded by offline flat-panel screens and computer terminals. At the far end, a doorway opens up into the service tunnel (**Area D**) which connects to the garage door outside.

DIF 11 Alertness (Investigation) Skill Test: There is a bright panel on the wall which reads GARAGE DOORS and an open/close button.

DIF 15 Technology Skill Test: One of the terminals is still operational but requires some light repair to get working again. Once the terminal is up and working, the characters discover that the facility still has several security measures online.

DIF 17 Technology Skill Test: After locating the security measures, a successful Technology Skill Test disables them – skip Security Measures.

Security Measures

If the Autobots manage to open the garage doors without disabling the security measures, a horde of **Heat Seeker Drones** are released, intent on driving the Autobots out of the facility they're programmed to guard. Place as many Heat Seekers on the map as there are players in the squad – starting in the service tunnel Area D or the security center and loading bay if you do not have enough room. Heat Seekers are very easy combatants, but if you want to make this section a little easier, place one or two less. Of course, if you wish to make it more challenging, you can add one or two more (but you should not add more than two).

Jazz communicates with the Autobots:

Dang it all to heck, that wrench-wrangling, cross-wired Wheeljack didn't disable the Heat Seekers! You're gonna have to outrun them, muffler-draggers! They ain't so sharp on the turns, so maybe you can lose 'em with some good ol' drifting maneuvers, but don't stay still, or they'll blast you into scrap heaps!

Something Ain't Right

After dealing with the Heat Seekers and making it to the upper levels of the facility, the players find that the service tunnel is also caved in (**Area E**). The facility has taken a lot of damage in its state of neglect. The characters discover a monitoring room that observes the conveyors moving Energon cubes below, and whoever passes through the conveyors recognizes this room as the one with the transparent barrier (**Area F**). PCs also discover a room meant to store excess Energon cubes, but they are all empty (**Area G**). Finally, at the far end of the storage room, they find something which does not belong – Decepticon technology (**Area H**).

DIF 13 Technology Skill Test: This is the device generating the force-field above. Additionally, it appears to have disabled the Energon Sensor Array. However, disabling it is complicated because it consists of a dangerous chemical mixture that must be safely removed and disposed of to shut down the force field and restore the Sensor Array.

DIF 14 Science Skill Test: You disable the device and restore the Sensor Array. A Scientist can make this Test with ↑1.

Alarms immediately start blaring, and bright red warning lights flash on and off. Jazz contacts the Autobots:

> *Great job, ya bunch of rim-spinners, I'm real proud of you. Looks like that device was put there by the Decepticons for a reason. As soon as you disabled it, Teletraan 1 started getting massive Energon readings coming from Sherman Dam. We don't know how long it's been like that, but you can bet your bumper stickers that the Decepticons are already there and making a right mess of things. I'll come retrieve the Override Device to see what we can make of it, but in the meantime, get on the road. Autobots, roll out!*

HEAT SEEKER DRONE

THREAT LEVEL: 0

SIZE: Small **HEALTH:** 1

MOVEMENT: 30 ft Ground

STRENGTH: 1 **SPEED:** 3
SMARTS: 1 **SOCIAL:** 1

TOUGHNESS: 11 **EVASION:** 13
WILLPOWER: 11 **CLEVERNESS:** 11

Heat Seekers are one of the most simplistic Cybertronian drones in existence and were easy for Wheeljack to produce out of the less sophisticated materials found on earth. His design has become so popular that Autobot and Decepticon alike employ them as standard, automated defense systems. Propelled by miniature anti-gravity engines and hovering just a few feet above the ground, Heat Seekers chase down intruders and would-be spies and thieves, blasting them with their dual-mounted mini-lasers. Heat Seekers operate on basic security programs and are not very intelligent. Their goal is to discourage interlopers and nothing more.

SKILLS

- Alertness +d2
- Athletics +d2
- Driving +d2
- Targeting (Mini-Laser) +d2
- Languages: Cybertronian

PERKS

Right on Target: The Heat Seeker gains Edge on attack rolls if its target was previously hit by another Heat Seeker that turn.

Thermographic Imaging: By using their specialized vision, Heat Seekers gain Edge on Alertness rolls to notice targets that generate heat.

ATTACKS

Mini-Laser (Targeting): +d2*, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

POWERS

Hunter Chaser (1/scene, Free): The Heat Seeker moves an additional 30 feet. Heat Seekers only use this to chase down their target, not to escape.

HANGUPS

Cold Blindness: Heat Seekers only see heat, which means a target generating none is utterly invisible to them. They automatically fail Alertness checks to notice a target that produces no heat.

Part 2: The Bridge is Falling Down!

Story Objective

The objective of Part 2 is straightforward enough – rescue the humans stuck on the bridge before it falls and try to avoid getting blasted off the bridge by the Seekers.

As the PCs approach Sherman Dam, they notice that traffic is massively backed up on the highway leading to it, slowing down their approach. Overhead, several fighter jets fly in formation, and no Autobot needs to make a Skill Test of any kind to recognize them as Seekers on patrol. Unfortunately, the Decepticons are here and up to no good. The players must find out why traffic is backed up and get to the Dam before the Seekers cause too much trouble.

If there is an Analyst or Tracker in the squad, they can make a **DIF 12 Alertness (Investigation) Skill Test**.

- **Analyst Success:** The Analyst gives all subsequent rolls before arriving at the bridge ↑1.
- **Tracker Success:** The Tracker notices that the Seekers are flying around the center of the bridge and look to be taking strafing runs meant for harassment. The Tracker can immediately make a **DIF 12 Alertness Skill Test**. On success, the Tracker sees that the distant bridge is partially destroyed, and there are Earthlings trapped on it, which the Seekers are harassing. The Tracker knows that the Seekers are Scouts, not Soldiers, and should be easier to handle.

DIF 14 Driving Skill Test: The backed up traffic is extremely difficult to maneuver through (except for Aerialbots), but by staying in Alt Mode and carefully picking through traffic, you manage to not only make a way through but also leave a path for the rest of the squad to follow.

When the PCs arrive on the scene, complete mayhem unfolds before them. A massive chunk is missing from one side of the bridge. Numerous vehicles stopped suddenly, trying not to drive down into the Colorado River almost 900ft below. Several terrified Earthlings sit on the side of the damaged bridge or on top of their vehicles, unable to navigate their way to safety, primarily because the Seekers keep flying by and firing potshots at them.

MAP 2: O'CALLAGHAN-TILLMAN MEMORIAL BRIDGE

Jazz contacts the Autobots:

> *Things are lookin' bad up there, team! I know I said that top priority was checkin' out what those Deceptichumps are up to, but our number one mission on Earth is to help humanity. You have to get over to those cool cats and get them to safety. Try to approach them in Alt Mode if you can, they're already scared, and they might not take well to a fifteen-foot tall robot trying to snatch 'em out of the sky.*

The characters begin play in **Area Zone 1** (marked on the map), and their goal is to move the stranded humans into one of the nonviolent areas to escape safely (these include **Areas Zones 1, 2, and 3**). Unfortunately, while they're trying to get to them, the Seekers are attacking from the air.

If there are 3 or 4 players in the squad, the GM should place 3 Seeker Scouts on the map in Zone 3 and 3 stranded Earthlings on the X's. If there are 5 players, place 4 Seeker Scouts and 4 Earthlings instead.

DECEPTICON SEEKER SCOUT

THREAT LEVEL: 2

SIZE: Large/Long **HEALTH:** 2

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Aerial (Alt-Mode)

STRENGTH: 1 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 11 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 12

Seeker Scouts are employed heavily by Decepticon forces to gather information from the air. They are the lowest-ranked of the Decepticon's terrifying Seeker squads, often fresh recruits or merely inexperienced and ill-disposed to direct conflict. Nonetheless, a formation of Seeker Scouts in the air is a sign of trouble. Wise Autobots prepare for danger ahead because even if they're slow to join the fight, the scouts quickly alert Seeker Bombers and Soldiers on where to find enemies to blast to smithereens.

SKILLS

- Alertness +d2
- Athletics +d2
- Deception +d4
- Driving +d2
- Finesse +d2
- Infiltration +d4
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Gotta Go Fast!: No matter what, Seeker Scouts are always in motion. While in Alt Mode, they may move once at half speed as part of a Standard action.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Strafing Run: During their move, if a Seeker Scout began in, ended in, or passed within 10 feet of a target, they can attempt a Driving Skill Test versus a single target's Toughness. On a success, the target's Movement next turn is reduced to 0. This can only be used on targets that are currently on the ground.

ATTACKS

Flyby (Driving): +d2, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Mini-Laser (Targeting): +d4, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

Unarmed Strike (Finesse): +d2, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1)
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Stun

GEAR

Weapons: Mini-Laser (Sidearm Laser Projectile)

HANGUPS

Live to Spy Another Day!: Scouts are built for reconnaissance, not combat, so when the going gets tough, the scouts get going—as far away as possible. All Intimidation rolls against a Seeker Scout are made with ↑1. Additionally, if the roll exceeds the scout's Willpower by 10, they immediately flee the battle, never to return.

Although Seeker Scouts can engage in direct combat, they prefer not to and should instead menace the characters with Strafing Runs, which severely diminish their ability to get to and rescue the stranded Earthlings. However, if the characters attack the Seeker Scouts instead of saving their charges, the Scouts fire back (but do not land or shift into Bot Mode).

Combat with the Seekers

While this is not the objective set forth by Jazz, there is a strong likelihood that at least one of your players wants to fight the Seeker Scouts. This proves challenging (particularly for close-range combatants) as the Scouts are quite fast and capable of Aerial Movement. The most obvious way to take out the Seekers is to shoot them out of the sky. However, there are two other tactics the players might take.

If none of the characters are equipped with a long-range weapon (or aren't good at using one), they might try to throw one of the abandoned vehicles at the Seekers. They can attempt to throw motorcycles or sedans in this scenario. To throw a motorcycle, they must have d2 Brawn and throw it with a Might Skill Test at ↓1. If they have higher than d4 Brawn, they do not suffer the ↓1. If the motorcycle hits, it deals 1 Damage. To throw a sedan, the Autobot must have d4 Brawn and take a Might Skill Test at ↓1. If their Brawn is d6 or higher, they do not suffer the ↓1, and if the sedan hits the target, it deals 2 Damage. Once a vehicle is thrown, whether it hits or misses, it must be removed from the map.

If the players destroy all the Seekers before they rescue the Earthlings, place 3-4 new Seekers in Zone 3 and begin again.

Finally, the players can make a **DIF 11 Culture Skill Test** (difficulty of the Seeker Scout's Cleverness: 11) to realize that the distance they are keeping and their unwillingness to engage in combat is indicative of their inexperience and cowardice. If the players succeed on this Test, they can attempt to Intimidate the Seekers into fleeing. Although not as obvious, this is the most efficient way of ridding the scene of them, as once they flee, they won't return.

Navigating the Bridge

The bridge is a mess, and trying to navigate it in either Alt Mode or Bot Mode is extremely difficult. Moving through crashed and abandoned vehicles counts as Rough Terrain, as does moving over open space. If an Autobot without Aerial Movement ends their turn on any empty space and falls, they aren't destroyed, but they can't rejoin the adventure until the next Part as they fall into the Colorado River and spend the rest of the time pulling themselves out and recovering from their harrowing experience.

Getting to the Earthlings in the first place requires jumping from one side of the bridge to the other. There are three ways the characters can try this:

The most straightforward (and dangerous) manner is jumping over open space. Jumping in Bot Mode requires an Athletics Skill Test (see the **Jumping Table** on p. 171). If the jump fails, the Autobot immediately makes a **DIF 12 Athletics Skill Test** to grab something and halt their fall. If they succeed, they stop at the last square before open space. If they fail, they fall and must wait until the next Part to rejoin the adventure.

Two crashed vehicles have landed on both sides of the bridge. Nearest to the PCs is **a crashed commercial bus (A)**, and further away is a **crashed trailer (B)**. In Bot Mode, the characters can attempt to climb across these treacherous vehicles with a **DIF 13 Athletics Skill Test**. Failure merely means losing their Movement that turn, staying in the last square they were in before attempting to climb onto the vehicles.

Finally, an astute and daring Autobot might notice the **empty car hauler (C)** that deployed its ramp when it crashed. The car hauler is at such an angle that a vehicle with enough speed could potentially jump over the gap in the bridge and make an epic landing on the other side. In Alt Mode, as long as the character travels at least 30ft before hitting the car hauler, they can make a **DIF 12 Driving Skill Test**. If successful, they land safely on the other side at the end of their total Movement. If they fail, they still land but take 1 Damage in the process as they crash unceremoniously into another vehicle, or the side of the bridge, on the other side. Obviously, this is not a return option.

Rescuing the Earthlings

The stranded Earthlings are terrified, and the rescue operation is complicated by the fighter jets shooting up the bridge overhead and the fact that the characters are giant alien robots. Once the Autobots make it to the Earthlings, they must convince (or force) them to allow the PCs to carry them to safety.

To convince an Earthling to allow the PCs to assist them, they should make a **DIF 13 Deception or Persuasion Skill Test**. This Test is made at ↓1 if the Seekers are still present and making strafing runs and an additional ↓1 if the Autobots try to convince them while in Bot Mode. If they fail, they can keep trying to persuade them on subsequent turns. If they succeed, they can carry one Earthling per External Hardpoint (Arm) free. If they are carrying anything, they'll have to leave it behind. Alternatively, in Alt Mode, they can take as many Earthlings as their Crew rating. If one of the squad has the Extra Crew Capacity Perk, they can even carry one Earthling internally while in Bot Mode.

GM Note: Although it isn't apparent until Part 3, one of the Earthlings is Ruby Anderson, a Moapa Paiute high school student. If the PCs convince her through Persuasion, she develops loyalty to them and is hesitant to leave their side even after she is safe from harm. However, if she is deceived, threatened, or forced, she refuses to show fear but shows plenty of anger on her face (while still complying with the rescue more or less). It is important to note now which method the Autobots used to convince Ruby because their choice impacts Part 3.

Another option is to Intimidate the Earthlings into going with the characters. This Skill Test is made at **DIF 11**, but the Earthling resists the whole time. All Athletics and Driving Skill Tests made while carrying a struggling Earthling are made at ↓2.

GM Note: There is one final option that may be relevant to your adventure. If there is a Recovery Class Autobot in your troupe who took the Internal Cell equipment, that character can carry as many Earthlings as their Crew rating entirely against their will. The Earthlings must be Grappled first to be placed within the Cage. Although they're also unwilling, the Cage prevents the ↓2 to Athletics and Drive while carrying them.

Everything Appears to be in Order!

Once all of the Earthlings are moved to one of the three rescue Zones, Part 2 comes to an end. Jazz contacts the Autobots again:

> *Great job rescuing those poor suckers! Hopefully, that will go a long way toward convincing humans that we're not all as horrible as those Deceptidorks. But your job isn't done yet, we tracked some Seekers flying down toward the Dam, and there's been a huge crack in the side of it. It's gonna blow like a potato in a tailpipe if you don't get down there and help right away, but watch out...*

Part 3: YOU ARE NOT TO BE TRUSTED, STARSCREAM!

The player characters enter Sherman Dam from the south, driving or flying down a long service road or pulling themselves up on shore if they fell off the bridge during the last Part. Unfortunately, the situation with the dam is disastrous as a massive crack blown into the top is hemorrhaging hundreds of thousands of gallons of water. Two panicked groups of dam engineers are gathered outside, arguing about what to do.

Jazz contacts the squad:

> *Jazz checking in again: I'm getting a reading on your frying pan to the fire situation, and in this case, the fire is actually way too much water. The Decepticons put a real big hole in the side of that skyscraper-sized slab of concrete, and it's all about to come down like a house of river-water soaked cards, so you've got to move fast! What's worse is that the Energon readings are through the roof and I don't know* **--*hiss*--** *there's some kind of interf* **--*crackle*--** *something interfering--*

Starscream's voice interrupts the transmission from where he soars overhead:

> *Foolish Autobots! You do not know with whom you are meddling! It is I, Starscream, Commander of the Seekers and rightful Lord over the Decepticons! The Energon being generated by this collapsing, outdated Earthling technology is mine, all mine, and you will have none of it! Seekers! Destroy these simpering buffoons once and for all!*

The Autobots don't have long before the Seekers arrive. Set them up on the battle map anywhere in **Zone 1** (unless they have Aquatic or Aerial Movement, it is not suggested that they start in the water) and set up the Dam Engineers on the spots marked with X.

DIF 14 Technology Skill Test: As Jazz suggested, the dam doesn't have long to hold. While it certainly comes equipped with release valves for just such an emergency, you're not equipped with the specific knowledge of the dam needed to start the depressurization process. But the engineers probably know how to do it.

DIF 11 Persuasion Skill Test: This Test is made with a ↓1 due to the panicked engineers. However, if, in Part 2, the Autobots successfully Persuaded Ruby Anderson, it is instead made with a ↑2.

MAP 3: SHERMAN DAM

On success, one of the engineers introduces herself to the PCs as Ruth Anderson, Ruby's auntie, and she already heard what happened from her niece and is ready to trust the Autobots. Ruth is the lead engineer at the dam and knows how to engage the release valves but needs help directing the engineers who would rather escape impending doom.

Enter the Seekers!

This is when the Seekers rush into the fray. These Seekers are not Scouts and are trained for combat, and three of them are from Starscream's personal bodyguard. Place as many Seekers on the battle map as there are characters in the squad. Three of them, **Skywarp**, **Acid Storm**, and **Thundercracker**, are unique and should be placed on the shattered piece of concrete in the middle of the water to begin (**Area A**). "The rest (if there are any more) are **Seeker Rookies** and can be placed wherever the GM wishes"

Skywarp, Acid Storm, and Thundercracker

Starscream has enlisted the help of these three Decepticons who stand out among the rank and file Seekers. Each one of them uses their own statblock, but due to the chaos and objective to stay out of harm's way while ensuring that the dam breaks, **all attacks they make in this adventure are at a Snag.** The Seeker Rookies are not subjected to the Snag rules.

GM Tip: Skywarp, Acid Storm, and Thundercracker benefit from staying on the move. Skywarp should focus on any engineers or Autobots attempting to flee into the buildings (**Area B**) to initiate the release valves (although it is possible they move out of range before they can do so), and Acid Storm focus fires the Autobots trying to shake the engineers out of their panic.

DECEPTICON SEEKER ROOKIE

THREAT LEVEL: 3

SIZE: Large/Long **HEALTH:** 3

MOVEMENT: 30 ft Ground (Bot-Mode); 45 ft Aerial (Alt-Mode)

STRENGTH: 3 **SPEED:** 6
SMARTS: 1 **SOCIAL:** 2

TOUGHNESS: 13 **EVASION:** 16
WILLPOWER: 11 **CLEVERNESS:** 12

Seeker Rookies are the first line of assault against the Autobots. They are trained in combat but still damp behind the auditory receptors. They are eager to prove themselves and often jump into direct conflict before thinking about the consequences. Rookies are often looked down on by higher-ranked Decepticons and chafe against this mistreatment. They know better than to question their commanding officers but are desperate to earn glory and respect on the battlefield.

SKILLS

- Alertness +d2
- Athletics +d4
- Deception +d4
- Driving +d4
- Finesse +d4
- Intimidation +d2
- Targeting +d4
- Languages: Cybertronian, 1 local language

PERKS

Gotta Go Fast!: No matter what, Seeker Rookies are always in motion. While in Alt Mode, they may move once at half speed as part of a Standard action.

Mode Conversion: Cybertronians spend a Standard Action to convert between Bot Mode and Alt-Mode.

Strafing Run: During their move, if a Seeker Rookie began in, ended in, or passed within 10 feet of a target, they can attempt a Driving Skill Test versus a single target's Toughness. On a success, the target's Movement next turn is reduced to 0. This can only be used on targets that are currently on the ground.

ATTACKS

Flyby (Driving): +d4, Reach (1 Blunt Damage)

- **Alternate Effects:** Maneuver
- **Requirements:** Alt-Mode Only; Move at least 10ft before attacking
- **Traits:** Integrated

Mini-Laser (Targeting): +d4, Range 30ft/60ft (1 Laser Damage)

- **Hands:** 1
- **Traits:** Computerized, Laser, Mounted

Unarmed Strike (Finesse): +d4, Reach (1 Stun Damage)

- **Alternate Effects:** 1 Blunt Damage (↓1)
- **Requirements:** Bot-Mode Only
- **Traits:** Silent, Stun

GEAR

Weapons: Mini-Laser (Sidearm Laser Projectile)

HANGUPS

Something to Prove: Seeker Rookies will do anything they can to gain favor in Starscream's eyes, suffering a ↓1 dice shift on Skill Tests on any turn after Fumbling in his line of sight.

Why Doesn't Starscream Join the Fight?

Starscream is above dirtying his hands with greenhorn Autobots who don't even register as having names or personalities to him. Even Skywarp, Acid Storm, and Thundercracker have higher priorities than what they believe to be "nobodies of any consequence." That's what the Seeker Rookies are for.

Starscream intends to collect all of the Energon being generated by the failing dam and bring it back to his base of operations (for who knows what purpose) and is a lot more intent on that than wiping the floor with a bunch of rookies – which he would. If you consider Starscream's statblock (see p. 228), he is not an encounter meant for level 1 or even level 10 Autobots, and it would not be fair to force the players to face him yet. So while he does not join the battle directly, he is constantly zooming overheard threateningly at breakneck speeds throughout the fight, and at the top of each round, the GM should have him shout new condescending insults at the squad

"Who taught these clowns how to aim? Cliffjumper?"

Thundercracker, on the other hand, should remain still on the center concrete rubble (**Area A**). His particle rifle allows him to fire at almost anyone on the battle map as long as he doesn't move. These are quite formidable opponents for a beginning squad of Autobots and are meant to be a climactic battle, but they will run as soon as they need to!

In the opening round of combat, the Seekers focus their fire on the engineers, not the players. There is no need to roll, as they do not harm any of them. Instead, the rain of fire causes them to panic again (including Ruth). The characters must engage the engineers individually with a **DIF 11 Persuasion Skill Test** (or a **DIF 14 Culture Skill Test**) to calm them down and direct them to the valves. Until the PCs successfully encourage them to get to work, they cower in place.

Dam Engineers

While they don't need a full stat block, the Dam Engineers can move 30ft each turn (or 60ft if they take no other action) and, once they are encouraged to get to work, move toward the valve switch terminals (Area C) every turn until they stand before one of the six terminals. Once they are standing before one, they make **DIF 18 Technology Skill Tests** (with Smarts 14 and a d6 Technology Skill Rank as their stats). If an engineer successfully engages a valve switch terminal, they move to the next one that is not being worked on until all six have been activated.

Additionally, it is possible for a Common sized Autobot to navigate the tight tunnels and make the same **DIF 18 Technology Skill Test** (Analysts and Scientists make this Skill Test with a ↑1) if they are willing to leave the fighting of the Seekers to the rest of their squad while they assist the engineers.

Release the River!

Once the engineers initiate all six terminals, the release valves begin gushing water, and the pressure is taken off of the damaged dam, causing the pouring water to weaken down to a trickle.

Starscream yells at the Autobots:

> *I have enough Energon now anyway, you irrelevant stooges! The water rushing through the system created enough for me to build my new weapon, which will kill Megatron once and for all! Seekers, to me!*

Starscream and the Seekers escape the scene, presumably taking the Energon with them.

Ruth and the engineers cheer the Autobots and thank them for their heroism.

Jazz re-establishes communication:

> *Starscream, that featherless turkey, he cut our call short. You shouldn't have had to face him alone, but y'all brought your A-game, and he'll think twice about underestimating you again. Come on back to Omega One, and we'll debrief before we slot you in the repair bay for some much needed R'n'R. What? Rest and relaxation? Not in the least: we're gonna remove and repair your engine blocks.*

This concludes the first of many adventures in store for your robots in disguise.

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TRANSFORMERS
MORE THAN MEETS THE EYE
ROLEPLAYING GAME

NAME | PRONOUNS | LANGUAGES

ORIGIN | ROLE | LEVEL | DESCRIPTION

FACTION: AUTOBOTS / DECEPTICONS

INFLUENCES

ENERGON | MOVEMENT

HANG-UPS

HEALTH

DAMAGE

ATTACK

NAME	RANGE	ATTACK	EFFECTS	NOTES

STRENGTH

TOUGHNESS

10 + ESSENCE + PERKS + ARMOR

ATHLETICS D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

BRAWN D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

CONDITIONING +1 +2 +3 +4 +5 +6

INTIMIDATION D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

MIGHT D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

SPEED

EVASION

10 + ESSENCE + PERKS + BONUS

ACROBATICS D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

DRIVING D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

FINESSE D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

INFILTRATION D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

INITIATIVE D2 D4 D6 D8 D10 D12

TARGETING D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

SMARTS

WILLPOWER

10 + ESSENCE + PERKS + BONUS

ALERTNESS D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

CULTURE D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

SCIENCE D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

SURVIVAL D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

TECHNOLOGY D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

SOCIAL

CLEVERNESS

10 + ESSENCE + PERKS + BONUS

ANIMAL HANDLING D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

DECEPTION D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

PERFORMANCE D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

PERSUASION D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

STREETWISE D2 D4 D6 D8 D10 D12
SPECIALIZATIONS

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TRANSFORMERS
MORE THAN MEETS THE EYE
ROLEPLAYING GAME

PERKS

GEAR

BACKGROUND·BONDS

HARDPOINTS

NAME	RANGE	HARDPOINT	TRAITS	ATTACK	EFFECTS	ALTERNATIVE EFFECTS

ARMOR

TYPE	DESCRIPTION	EFFECT	TRAITS

ALT MODE

ORIGIN NAME

CREW

HEALTH

SIZE

MOVEMENT

FEATURES

MOVEMENT

ATTACKS

WEAPON	RANGE	EFFECTS

TOUGHNESS

EVASION

WILLPOWER

CLEVERNESS

ORIGIN NAME

CREW

HEALTH

SIZE

MOVEMENT

FEATURES

MOVEMENT

ATTACKS

WEAPON	RANGE	EFFECTS

TOUGHNESS

EVASION

WILLPOWER

CLEVERNESS

ORIGIN·NOTES

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